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# 3DO

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Oct/Nov 1995 issue 6 £4.99 with Coverdisc

## Magazine

*3DO's Man  
Of The Year  
Captain Quazar*

Plus **EXCLUSIVE** review of *BattleSport!*



3DO Magazine presents two playable mega-game demos



# 3DO

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Cyclone Studios  
& Studio 3DO  
For 3DO Systems Only

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Fabulous playable demos of **Captain Quazar** & **BattleSport**



Cyclone Studios and Studio 3DO present for 3DO Magazine



**Also Reviewed:** *Lost Eden, Kingdom: The Far Reaches, Scramble Cobra, Trip'D, Panzer General, Mazer, Ballz & Icebreaker.*

**Previews:** *Waterworld, Defcon 5, Primal Rage, Phoenix 3 & Starfighter.*  
**Features:** *Vivid Interactive, Kieron Sumner, Rich Shane & Phil Kipling interviewed.*

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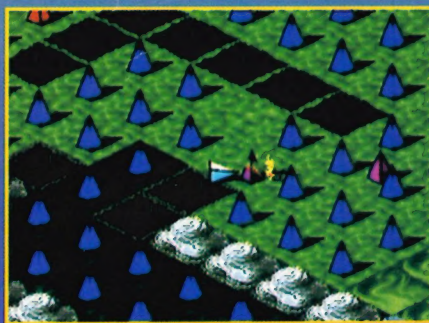
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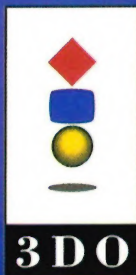
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# 3DO

## Magazine

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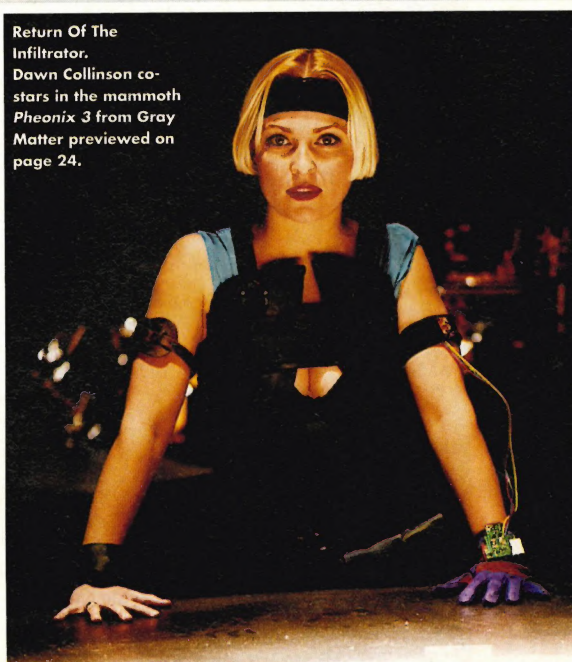
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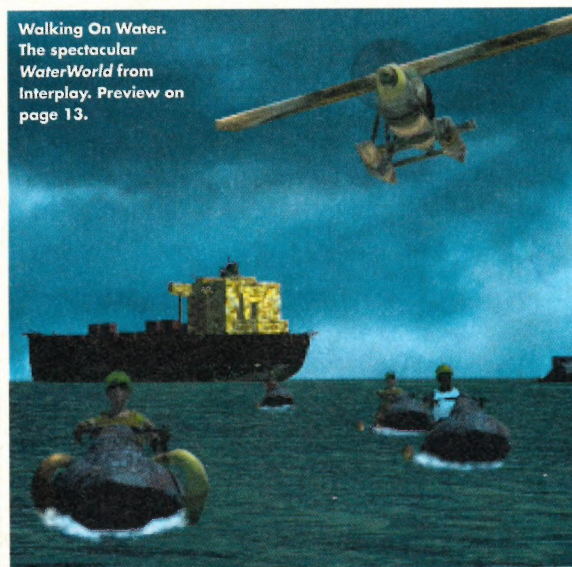
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Return Of The Infiltrator. Dawn Collinson co-stars in the mammoth Phoenix 3 from Gray Matter previewed on page 24.



Walking On Water. The spectacular WaterWorld from Interplay. Preview on page 13.





# JUGGERNAUT REBORN

**O**n September 6th, Trip Hawkins confirmed industry expectations of M2 with dramatic new plans. "We see demand for the M2 technology in applications that complement the dedicated game market, such as PCs, arcade systems and digital video disc players," said 3DO's CEO.

The belief within 3DO is that M2's technology represents a unique combination of cutting edge performance at ultra-low cost. Besides its own world-leading R&D department, it has forged an unbeatable alliance with companies such as IBM, Motorola and others. It is determined to exploit this technology to the full with products such as PC graphics cards.



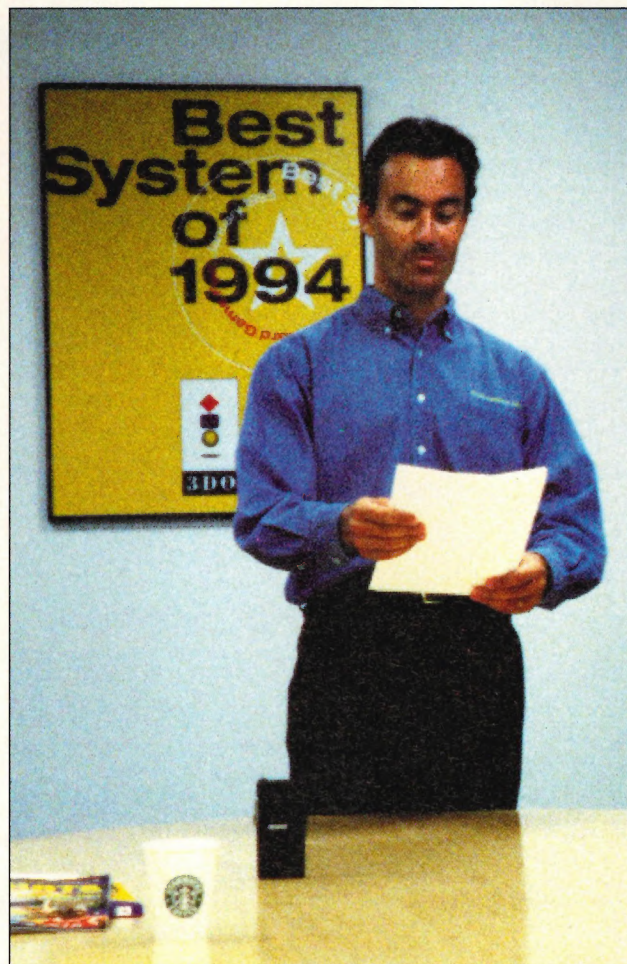
Hawkins admitted Phase II announcements over M2's videogames applications were taking longer than expected, but claimed this was due to the immense potential of the technology. In any case, the broad outlines of what will happen are already becoming clear. The very open licensing system of the first 3DO unit will be scrapped, at least initially, in favour of a more tightly focused approach. When Matsushita produce their first M2 unit, they will have already paid a big licence fee and made solid commitments over pricing, marketing etc. There will be no slow rollout. When EA produce their first M2 game, it will not sit on the shelves besides edutainment and third-rate PC conversions. Early development systems, which started shipping several months ago, are going only to major publishers with high-quality projects in mind. At launch, there will be six or so killer apps so from day one, it will be the hottest system with the best games. No slow build-up. Instead, instant sell-out and an irresistible bandwagon. Studio 3DO itself plans to have no less than ten M2 games in development soon.

Clearly, a lot of painful lessons were learnt with the first system, central among them being the importance of high profile games. 3DO is actively wooing coin-op makers with both M2 technology for coin-op hardware and conversions for home systems. This includes Sega, which is rumoured to be very keen on Matsushita taking over its manufacturing business. For Sega, M2 also offers a perfect future technology path, with enough software and hardware partners to make Nintendo and Sony

seem very small things indeed. Revenge would be sweet...

Alternate proposals within Sega include LMC (see page 6), but M2 seems more likely due to its suitability for Digital Video Disc. This proposed replacement for VideoCD, based on MPEG2, offers incredible visual quality. For cost reasons, M2 only includes MPEG1 but the chip design is 3DO's own and just about the best in the business. At peak performance, it offers four times the quality of standard VideoCD – which approaches the quality of DVD, meaning M2's architecture can easily be upgraded to handle DVD datastreams. Basically, M2 is ideal for companies such as Sega eager to get into a market potentially far larger than even videogames. DVD has become more attractive of late due to rumours that Sony and Philips may finally abandon their DVD system, uniting behind the Toshiba standard supported by Sega, Matsushita and 3DO. With a single standard, DVD looks much more of a sure thing.

For 3DO fans, it's been a long, software-starved summer and hopes of M2 in the UK this year are



diminishing. Nevertheless, with a bumper crop of third generation titles on the way and M2 become wonderfully, monstrously big the future is looking exceptionally bright.

## 3DO TV

**O**n the 31st of August, US West Communications began a 12 month market test of its interactive TV service in Omaha. The trial is the largest of its kind ever undertaken, involving 50,000 households, with both analog and digital services. The advanced, digital hardware uses a 3DO I system with a network interface card, custom MPEG decoder and some extensions to the 3DO's operating system.

"This market trial is a significant step toward one day being able to provide the gateway for our customers to tap into an incredible array of information, communications and entertainment services," said Sol Trujillo, president and chief executive officer of US West. "Our vision is that interactive networks will forever change the way people complete transactions, communicate and seek information. We intend to be the company that makes that vision a reality for

our customers."

Marketed as US West TeleChoice, the service offers conventional cable services such as Turner Classic Movies, six pay-per-view movie and special event channels and Digital Music Express (DMX) – a 40-channel, commercial free digital music service. Ironically, the first games to be seen on the system will be via the Sega channel – designed for analog technology. 3DO games will appear later, as the service ramps up its more advanced, digitally-based offerings such as movies on demand, home shopping and even tele-medicine! The first 3DO games to appear will be ports of existing CD titles modified to load off the digital network. After that, there are plans for fully networked multi-player games. 3DO's involvement here, and in the recent licensing of its MPEG technology to a new encoding workstation, underlines its technological leadership.

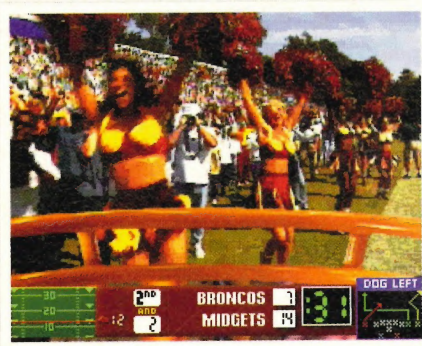
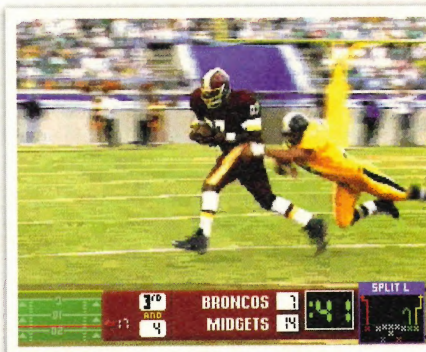


# MAXIMUM BABE

**C**heerleaders and a Baywatch babe spearhead Digital Pictures continuing quest for a truly playable FMV game. *Quarterback Attack with Mike Ditka* is yet another unique concept, putting you literally in a quarterback's helmet as you call the plays, dodge the defence and time those vital passes. Mike Ditka provides helpful advice, while comprehensive stats and a slow-mo replay mode should reveal in painful detail any mistakes you make. Over in the UK, however, *Quarterback's* ambition is likely to come a distant second to Yasmin Bleeth's always riveting performances in that TV programme, *Baywatch*.

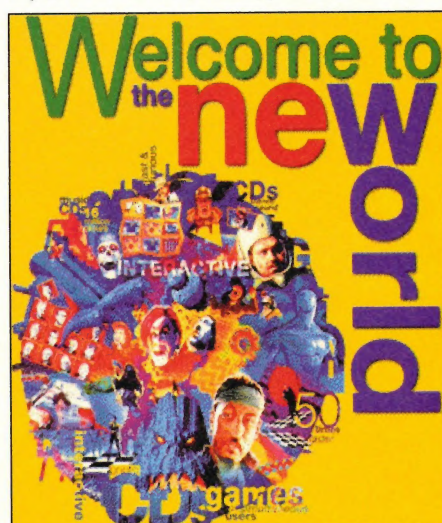
Yasmin plays your partner in carnage for *Maximum Surge*, a rapid-fire action game set in a post-apocalypse world. An evil dictator has designs on what's left of the world, so you must fight your way through his air and ground-based defence units. There are some 50 game locations, plus a strategic element where you manage your energy resources.

Expect plenty of pictures when this gets reviewed, probably around year's end.



## PANASONIC ON-LINE

**T**he 3DO Company's very impressive world wide web site (see last issue), has now been joined by an equally slick 3DO site from Panasonic UK. A very stylishly designed operation lets you find out information about the FZ-10, M2 (complete with demo pics), The 3DO Company and Panasonic itself. There's a description of available and forthcoming software, with pics and added information for 'selected', eg Panasonic titles. A neat map of the UK lets you point and click for your nearest 3DO dealer, while a competition to win an FZ-10 is fully online and completely superb. If you want to check it out yourself, then the URL to type in is: <http://www.cks.com/ukweb/panasonic3DO/>.



## 3DO SNIPPETS

Sony's campaign for world domination recently ran into trouble with the departure of Steve Race. The head of SCE of America, the charismatic Race had played a big role in Sega's US success before switching to Sony. His August resignation, a month before the PSX's US launch, is a heavy blow – particularly as he was soon followed by executive director Clyde Grossman. The falling out was reputedly caused by Sony's unhappiness with US spending. Race's replacement is Martin Homlish, formerly vice-president of consumer audio products, a man not renowned for his knowledge of the videogames market. As for Race, he's now chief operating officer at Spectrum Holobyte – enthusiastic supporters of M2...

The tendency of Virtual Reality hardware to remain just that – virtual, rather than real – has claimed yet another casualty. Last summer, toy giant Hasbro was revealed to be funding a virtual reality unit which many thought could leapfrog the new superconsoles. A year on and Hasbro has officially confirmed the project... in a press release announcing the cancellation of the \$59 million project.

"We were not successful in achieving what we set out to do," admitted John O'Neill, Hasbro's chief financial officer. One element in the project's cancellation was the expected price, \$300, which put it beyond the mass market in Hasbro's opinion. The company insisted it still had faith in the technology, but it seems unlikely it will be resurrected considering the pace of hi-tech evolution. In the mid-Eighties Hasbro wrote off another multimillion dollar project, for a conventional console, when it failed to meet expectations. The current intensity of competition must intimidate newcomers, while VR itself remains under a cloud given its cost, processor demands and medical question marks about long-term use.

The *Myst* phenomena continues to grow with news of a novel written by Rand and Robyn Miller, the brothers who created the original game. *Myst's* beautiful, hi-res artwork, oblique puzzles and languid pace even divided reviewers into love/hate factions.

*Myst: The Book of Atrus* is a prequel to the game, revealing the complex backstory. The Art is a gift shared by Atrus and his father, Gehn, an art which enables them to create worlds. Gehn is a cruel god though, arbitrarily destroying the worlds he builds. When Atrus intervenes to save one such world, he tries to escape within it to avoid his father's wrath. His island hideaway is *Myst* and, to find out more, you should buy the Bantam Press hardback, published on the 7th of December for £16.99. Hopefully by then, Panasonic's 3DO conversion of the original PC game should finally be on the shelves.

Microsoft's campaign for world domination reached a new milestone with a spectacular Japanese games deal. Artlink, Bandai, Capcom, Namco, SNK, Taito, Takara and T&E have signed on with Microsoft's Gamebank for Windows '95 conversions of all future titles. However Windows '95's very nature will delay the deal's impact with its hefty demands on RAM and CPU power. The dream of arcade perfect conversions also remains something of a mirage as even the hottest PCs still run SVGA with just 256 colours. Still, this assault certainly has heavyweight financial support. Seattle-based Microsoft recently posted its 20th consecutive year of profits with a 26% rise for its 1995 fiscal year. This jump to profits of \$1.45 billion accompanied a 28% growth in sales to \$5.94 billion.

However, before you decide to rush out and buy a PC consider the opinions of the world's second largest software company, Oracle. MD Larry Ellison went on record with his vision for the future: a little, £299 box wired up to the TV. A box rather like a 3DO, in fact, which is currently being used in just such trials. The primary intelligence of the unit would come not from data loaded off floppy discs or CDs, but the Internet.

Ellison is one of a growing number of people who believe the desktop computer is set to go the same way as the supercomputer. Although its power will continue to increase, radically new technologies threaten to make it obsolete. The most power hungry computer tasks these days are multimedia applications, tasks which a low-cost 3DO is built around rather than enduring as costly add-on options. Adding a keyboard to a videogame system is considerably cheaper than any foreseeable multimedia PC.

Despite last year's massive success with *Donkey Kong Country*, Nintendo has closed its UK office. In its place will be a small management team, closely tied into Nintendo of America, and a distribution deal with John Menzies' aggressive THE subsidiary. Meanwhile, in Japan Virtual Boy has flopped badly and now seems unlikely to be sold overseas.

## 3DO Dealer Top Ten July/August

- 1: **Wing Commander III**  
Electronic Arts
- 2: **Multigame Sampler 3**  
Studio 3DO
- 3: **Hell**  
Gametek
- 4: **Syndicate**  
Electronic Arts
- 5: **Return Fire**  
Studio 3DO/Silent Software
- 6: **The Need for Speed**  
Electronic Arts
- 7: **Road Rash**  
Electronic Arts
- 8: **FIFA International Soccer**  
Electronic Arts
- 9: **Cannon Fodder**  
Virgin Interactive Entertainment
- 10: **Ballz**  
BMG/P.F. Magic





## MEGA GAME DEMO DISC

## NO DODO!

**T**hanks to Rich Shane, at Studio 3DO, we've got an awesome cover disc this month. *Captain Quazar* is an incredible arcade blast-'em-up which is fully reviewed on pages 30-31. While the finished game allows Captain Pulzar to join in the fun, for the demo it's Quazar alone in frantic mega-blasting action. The controls are supplied on the disc and, although the full game is somewhat more complex, for the demo your objective is simple: destroy everything before the demo timer runs out!



*BattleSport* is an awesome futuresport sim which has had everyone on the magazine addicted from

3DO Magazine presents two playable mega-game demos



Cyclone Studios & Studio 3DO  
For 3DO System Only

Fabulous playable demos of *Captain Quazar* & *BattleSport*



Cyclone Studios and Studio 3DO present for 3DO Magazine

the very first version. The magazine demo is rather more advanced and offers one or two-player action. To get the two-player option you must have a second joystick plugged in – pressing Start selects the high-lighted option. Your objective is simple: score the most goals before time runs out. The type of ball and goal is shown on the loading screen. But while chasing after the ball, you might like to spend time reducing your opponent to debris!

#### BATTLESPORT CONTROLS

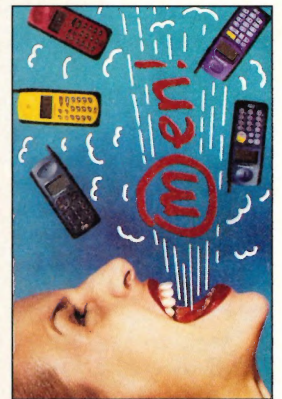
A: Lasers.	B: Missiles
C: Fire ball	LS: Move left
RS: Move right	Up: Move forward
Down: Move backwards	Left: Rotate left
Right: Rotate right	LS + RS: Jump.
X: Pause & Ingame Options	

**NB:** This demo is based on an old, Alpha build of *BattleSport* and retains some glitches causing occasional slowdown. The complete game, reviewed on page 46-47, never drops below 26fps.

**T**he 3DO Company has answered critics over its lack of media presence with the appointment of an European ad agency. "BDDH has two key assignments – firstly to help us slug it out in a three horse race this autumn and, secondly, to launch our M2 technology next year," said Bob Faber, MD of 3DO Europe. "We want a hot London ad agency for reasons of creativity. That's what 3DO needs and with BDDH I'm confident that's what we'll get."

BDDH have previously masterminded campaigns for BT, Motorola (below), Clerical Medical and others (below). The 3DO campaign was unveiled at ECTS with trade ads urging retailers to sell 3DO because it's not due for dodo-style extinction. 'dodo n., pl, dodos or dodoes. 1. any flightless bird, esp. of the recently extinct family Raphidae. 2. Any 16-bit or non-upgradeable 32-bit games consoles. (adj.).' The hype is backed up by reference to the new £299 price, with game, RF cable and back-up memory, plus the 'finest software with the biggest library of 32bit games you'll find.' However, the central point is obviously upgradeability: 'M2 technology is coming.'

In the States, the aggressive, "We Got It, They Don't" slogan and a new, \$299 pricepoint has seen 3DO systems selling out with an unprecedented 170% rise in sales. In some stores, it is outselling the \$399 Saturn three to one.

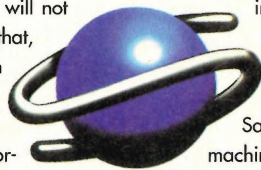


## SATURN II

**R**umours connecting Sega and M2 refuse to die. During an online discussion, Sega of America project manager Mike Latham was asked about Sega merging with 3DO and using M2 for *Virtua Fighter 3*: "OK. First of all, let's put this rumour to rest once and for all. The answer is no and no. Sega has many partners, but 3DO will not be one of them..." So that's the end of that, right? Wrong. Latham finished off with that classic phrase "...in the near future." Which as fans of politician-speak knows means anything from tomorrow morning to a couple of months, depending on what's most useful.

Another option for Sega is an alliance with the Lockheed Martin Corporation, the defence contractor which has co-developed its arcade systems since the Model 1 board used for *Virtua Racing*. According to this rumour, Sega was so impressed by

Sony's PlayStation it initially considered scrapping the Saturn altogether, with LMC producing an entirely new design. This was nixed in favour of uprating the Saturn with an extra CPU, a bodge which turned out to please no-one. As Ultra64 and M2 loom on the horizon, the Saturn looks even more desperately inadequate in terms of both performance and high production costs.



While LMC's design for the next Sega machine has been given a Saturn II tag, it's highly unlikely the machine would be backwardly compatible. The new machine would debut in 1997 and be based around LMC's R3D/100 chip, which is currently being developed as PC graphics board. Due on sale this winter, the board is set to retail for \$180. At its heart are two 32bit chips, a geometry processor and graphics processor, with built-in effects such as Gouraud shading and anti-aliasing.

Although it hopes to sell to gamers eventually, it is principally aimed at the professional market. Sega itself has ironically chosen nVidia's PC graphics card for Saturn conversions to the PC market.

LMC's relationship with Sega has also been weakened by its failure to deliver the Model 3 arcade system on time. At one stage it was rumoured Sega might take legal action against LMC for the massive delays. As it stands, the Model 3 system will be based around the R3D/PRO-1000 chipset. This massively uprated follow-up to the R3D/100 will offer 750, 000 textured polygons per second. One of its principal advantages over M2 is supposed to be the amount of RAM it'll have on board, but in fact 3DO are currently building M2 motherboards with slots for additional RAM.

In all probability, Sega has a number of different proposals for its follow-up to the Saturn. One of which may be LMC's. One of which may be M2. What's beyond question is that after the Mega-CD, 32X and Saturn, Sega desperately need their next machine to be quite exceptional. □ ssw



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**A**t long last, Panasonic's legendary Kipling/Marmoy duo are getting the dosh to promote 3DO and this splendid, £3,000 comp is first proof. We've got no less than 10, super-sleek, REAL FZ-10 3DO systems to give away.

The FZ-10 is Panasonic's second generation system, engineered for maximum cost-effectiveness with a smaller, lighter flip-top box boasting some super-sleek curves. While entirely compatible with other 3DO systems, the FZ-10 dispenses with a CD-based memory management program by building it into the hardware. It also comes with an excellent new joystick design - smaller, cuter and more comfortable than the original.

The FZ-10 is the business and, with the awesome M2 upgrade on the way, there's never been a better time to get a 3DO. If you want to get your paws on one, simply answer these three easy-peasy questions:

1. Name the famous Capcom coin-op Panasonic brought to 3DO last Christmas?

- a) Fighter Fighter X2
- b) Super Street Fighter II Turbo
- c) Coronation Street Turbo

2. What are Icebreaker's Yellow Seekers as dumb as?

- a) CDi
- b) Mr David Stephen Westley on Monday mornings

c) Donuts

3. Which infamous, blood-spattered beat-'em-up is Panasonic publishing in early 1996?

- a) Mortal Wombat III
- b) Killer Bee Sting I
- c) Mortal Kombat III

Write your answers, together with your name and address, on the back of a postcard or sealed envelope and send it to Phil & Richard's Amazing FZ-10 Competition, 3DO Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 1NF. All entries should be received by November 29th. ■

NB: If you decide to buy an FZ-10 and then find you've won one, simply return the unopened package to Paragon Publishing and Panasonic will offer software to an equivalent value. A rather tasty prospect with forthcoming titles such as *The Daedalus Encounter*, *World Cup Special Striker* and *Mortal Kombat III*...

3DO Magazine



# GAMEplay

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The summer weather seems to have kept the game house production teams in the pub - just like us. 3DO has been slow though, it seems the whole industry has been on one long siesta. But don't panic, from now onwards all the titles you've been reading about for the last 3 Months will emerge, Space Hulk, Doom, Striker, BladeForce, Po'd, Killing Time, and more to go on Santa's List.

With 3DO's FZ1 priced alongside Sony's plaything and with four times the number of titles available now, not to mention M2, we'll certainly be holding our own (over Missus etc) remember as well, with Marcus "I wrote for 3DO Mag issue Aug/Sept" Irwin on our payroll we're bound to know and get more info than anyone else. This is Robin Mookherji (finally getting his name in print signing off- The Real Brains Behind the operation.



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# Phil Kipling

*Buddha of the REAL World*

**Renowned for his 1984 'frank and fearless' CTW interview, Kipling is the epitome of the company car, big expense account salesman that has made Matsushita the world's largest consumer electronics company. As Xmas approaches, he says being part of Panasonic's 3DO division is a 'incredible' feeling. It's time for the 'performing bear' to do his stuff. It may need some pretty big cheques but "if that's what it takes then we'll do it". As a hard-core gamer, he's also delighted Panasonic has now decided to fund UK software development.**

**What sort of operation is Panasonic Software?**

"At the moment there are three software offices around the world: Osaka, San Francisco and now sunny Bracknell. As the most recently established division, we are obviously less advanced than the other two - which have both M1 and M2 development in progress. *Daedalus* came from the States, while *Scramble Cobra* and *FIGP* are due from Japan. *Striker World Cup Special* is the first title we will publish ourselves in the UK."

**What sort of relationships are you interested in with developers?**

"Matsushita/Panasonic have been manufacturing hardware for over 70 years. It takes a little time for us to adjust to a new, fast-paced industry such as videogames... In essence we are trying to forge long-term relationships, not just to pick up one or two titles to publish and doing nothing else..."

"The key factor is quality. We are currently talking with a number of developers about original product where the key issue is not cost, it is the quality of the software that is important."

**What advantages did Panasonic offer that**

**enabled it to land Williams, Capcom, Namco etc?**

"The big advantage that we have now is the M2 technology. It has been very well received and is without question the most powerful technology around. This has been a key factor in our negotiations, the first fruit of which is the agreement we have reached with Williams for them to begin development [on *MKIII* among others]. At this time we are actively negotiating similar contracts."

**Are you in negotiations with any other big publishers, like LucasArts?**

"At the present time all three of the Software Teams are involved in a number of discussions with various developers and publishers. The next internal update meeting is planned for September to bring all the parties up to date."

**There have often been rumours about Matsushita's commitment to 3DO. What's your view on the situation?**

"The recent round of announcements regarding long term relationships with developers and publishers, specifically Williams, confirms our commitment to 3DO. Additionally, the recent price reductions [to £299] reinforces our commitment to build a strong hardware base."

**What's your favourite game ever?**

"My favourite game is the old arcade classic *Missile Command* - the late Seventies game with the trackball, where you try to defend three bases against warheads. The beauty of it, as always, was a simple concept, okay graphics, but great gameplay. My favourite 3DO game is *ShockWave* - the reason being I saw the game early in development and it was one of the first to show off the machine's capabilities. The gameplay may not be as essential as other titles, but I still play on a regular basis



and, yes, I'm stuck on level 10 on the moon!"

**What game would you most like to see on 3DO?**

"On a personal level I really believe that the M2 technology is incredible. I would love to see a really good driving game on the machine. If you look at some of the early demos which include the futuristic car - I'd love to see that game finished and available at launch."

**When can we expect to see an M2 unit?**

"The \$64,000 question! M2 had an excellent reception at E3 in May and one of the most important factors in the launch of M2 is the software available at launch. To a large extent the hardware introduction is governed by the quality of the software, which leads us back the original idea of the formation of the software groups."

**How do you see the future?**

"The future, as we have discussed this is a very fast paced action-packed market which changes on almost a daily basis. It's an exciting time for the industry with a whole bunch of possibilities with all manner of new products in the pipeline such as HDCD, SD, CD+ and the digital video market generally is poised for many changes. What I can say is that Panasonic is committed to world standards and that as much as possible we strive to achieve them. In that sense, it takes time to achieve these goals which is why we are taking a long term view." □ ssw

## Profile

Phil Kipling joined Panasonic in 1986 as a Sales Manager for computer printers and, later, monitors and PCs. It was Panasonic's PC factory which developed the original FZ-1 with 3DO and, during a visit there in February '93, Kipling was first introduced to the system. Over the following 18 months, it was his job to prepare Panasonic's UK strategy for the machine - within tight financial limits. In February '94, Richard Marmoy joined him and took over responsibility for the marketing side of the operation. While Kipling still controls the sales operation, and is extremely enthusiastic about this Xmas, he's also taken on responsibility for sourcing 3DO I & M2 software in the UK.

3DO Magazine



# Kieron Sumner

## Heavyweight Contender

**VHS. He was there. Amiga A1500. Him again. 3DO as dominant UK standard? No problem... Reflecting upon 3DO's UK sales, trade newspaper CTW identified two factors which could re-energise the format: a £299 pricepoint and Kieron Sumner. Now he's here, Stuart Wynne asks him what his plan is.**

**How's it feel handling another launch?**

"I've actually been with two different companies at the leading edge of launching products. With Panasonic it was VHS, back in the early days when we were up against Betamax and Sony. It's a feeling of déjà vu because we're up against Sony again, with PSX... I'm confident the outcome will be the same!"

**How important is 3DO to GoldStar?**

"I think it's one of the key elements in our strategy for the future. We would not have put in the sort of financial investment we have if our head office hadn't believed it was key. It's like a jigsaw puzzle. The 3DO machine and M2 are a major part of the technology jigsaw puzzle. It's the face on the head [of these technologies] and we're going to put major investment into it and software development."

**Will you definitely do M2? There's been no official announcement.**

"I can confirm that we are totally committed to the product. We are very much downtrack on developing the product to release next year... Okay, there hasn't been an official announcement – but we will be doing M2."

**When will M2 ship?**

"Very difficult to say... I understand from 3DO Europe that M2 development kits will arrive in the next few weeks. Bearing in mind some of the games under development could take six to seven

months to convert over, I'd suggest looking to late Spring for the M2 upgrade."

**Where? Will the PAL version ship later?**

"What you'll find now more and more, for both hardware software, is that we'll have co-ordinated launches of product in the American, Korean and European markets. Before there was no real PAL market for GoldStar. Now there is, the pressure is on for universal releasing."

**Will GoldStar's M2 upgrade be compatible with a Panasonic 3DO?**

"No, it's like everything else. You buy a Cortina and a Vauxhal Opel and the oil filters won't work on each other. It's completely different physical design of machine."

**How much will the upgrade cost?**

"As an upgrade it's got to be very competitive, obviously."

**Less than a 3DO unit now?**



"I can't guarantee it. But if I have any influence on it, yes, it definitely will be. We're trying to build a path for the machines where the end-user can upgrade without a major financial outlay year after year, unlike some other platforms. We have to build a loyalty with those end-users. So certainly we're looking at a cost-effective upgrade – obviously substantially less than a complete M2 machine when it comes."

**When will that be?**

"I think that will be autumn next year. It may well be launched at E3 [May] in the States, or previewed anyway, but we're looking at shipping September-October next year. Which will still be before Ultra64."

**How will you compete with a £299 PlayStation this Xmas?**

"You say the PlayStation will be £299, but there's no game with it. Add £50 for the game and we're already cheaper. Also, we will be doing certain things – which I can't reveal now – which will make us better value, long term. Then there's that

## Profile

Kieron joined Commodore in 1986, just as it had closed its old Corby plant as C64 sales declined. The reason why came down to brother Kelly's latest toy: the revolutionary, super-expensive Amiga 1000. After starting out in marketing, working at Panasonic for five years during VHS's launch, Kieron had got into systems programming at Seiko. Five years slaving over a green screen Apricot F1 meant he knew the future when he saw it. It was a future which had to be made though – in America, Commodore had totally failed in their plans to compete with the IBM PC. It was Commodore UK which made the Amiga mass market, driving down the price, wooing software publishers and finally turning the Amiga into the backbone of the UK software market. Kieron was a part of that right from the start, helping launch the 1000 in the UK, masterminding the Amiga 1500 and liaising with developers. He even found time to pioneer the home PC starter kit at the company. Only when Escom surprisingly closed the hugely successful Commodore UK did Kieron give up on the Amiga dream, moving over to GoldStar to mastermind another future videogames market.



upgrade path to M2... The PlayStation is a nice machine and it has some good software coming out. So do we. They have *Primal Rage* coming out and *Defcon 5*. So do we – at exactly the same time. I think people have got to look to the future... People are always wondering should they wait for the best machine on the market? It's always coming next year. With 3DO, people can buy now knowing they can always upgrade."

**Will you go to £250 for 3DO I?**

"At this moment in time it's impossible. No way. We've taken it down to £299 because we need to reach a bigger market. We've taken a cut in our profits to do so – but it's a tactical plan, so we're prepared to do that."

"You've also got to look at other areas for potential savings. I deny anyone to say they didn't spend more money on software than the machine itself... So I would like to see budget software on 3DO. 'AA' products will have to be £39-£49 initially, but there's no reason why we can't get titles out at £34.99, £29.99 etc. We should make it more affordable for people to have software. That's my ultimate ambition – to bring it within everyone's price range."

**Will there be a new model GoldStar 3DO before M2?**

"It's too early to say. There are a lot of plans in the pipeline... Our R&D department is constantly looking at various options. So there will be other things coming along from GoldStar, but whether they're between M2 and the current machine I don't really want to say. Rest assured, as soon as I can, I'll let you know and you can get it out in the magazine." One of the hottest topics with our readers is 3DO marketing. You've done some nice ads in the style mags. What about TV ads?

"You will not see TV ads from us this year... What you have to look at is where the people who want to know about the product are going to see it. [Which is] in lifestyle mags, in computer mags, in youth mags, and obviously in the national press. TV has its uses, of course, and we will be going into fashion-type programmes, such as *Music*, *Games & Videos*, so people will be able to see the product... Of course, you can put out massive TV advertising, but ultimately the consumer is paying for it. We'd rather be very competitive on the machine, soft-

***"I think people have got to look to the future... People are always wondering should they wait for the best machine on the market? It's always coming next year. With 3DO people can buy now knowing they can always upgrade."***

ware and everything else."

**What about new titles? PC mega-hit *First Encounters* maybe? I hear you've got good contacts there [Kelly Sumner is MD of the UK division].**

"[Laughs] Yeah. There are negotiations going on with several companies at the moment. Obviously I'm not at liberty to talk about details but I think there will be some very good news for 3DO owners over the next couple months... These things take time though, once you've signed it up, it's still going to take best part of three to four months to do a conversion or a complete rewrite."

**For 3DO I or M2? Can you still bring people onboard for 3DO I?**

"Without a doubt. There are people who I'm

speaking to now who can, quite quickly, turn products out. Some products are already developed... the market has changed over the last two years. For instance Millennium, who were a major publisher, are now purely a developer – concentrating on what they're very good at. They've got several titles ready to go. They're just waiting for people to sign them up and publish them."

**What about companies like Ocean Software supporting 3DO?**

"I'm very confident that they will come onboard."

Very confident. There will be three platforms next year. Windows '95. M2. And PlayStation. I don't think they'll be any other mainstream platforms. I would go as far as to say the leading platform will be M2 because of the amount of commitment put

behind the product, the partners gathering now." **M2 is clearly central to your '96 strategy.**

"Without a doubt. It's key to our future strategy. It's also key, I believe, to a lot of the success of games business, certainly in Europe. Without some sort of standardisation of platforms this brilliant market, in terms of creativity and games, will catch a cold."

**Would you object if Matsushita bought the 3DO Company?**

"We're a team. We're not going to squabble about that. However, I don't think for the foreseeable future 3DO would let themselves be bought out – they're quite a large organization... Long term, who owns it doesn't matter. It's very much like VHS. No-one owns VHS any more but everyone produces VHS machines. What matters is the continued development – M2 is not end of the road. We're not going to stop there and there will be further enhancements. Whether it's 128bit or whatever in the future."

**Do you think Sega will licence M2?**

"I think it's a very good tactical move as far as Sega are concerned. Saturn will not last – it's a flash in the pan."

**Philips?**

"I think Philips will support 3DO. Whether it's 3DO I or M2. I have a very firm belief they will get into the party. They have to look long-term. Why spend billions of dollar developing a new platform? At the moment CDi is four-to five years old. It was a nice machine in its day. But every dog does have its day... you could breathe new life into it by upping the processor and all the rest. But my belief is if you've got a good operating system, which is technically superior to everything else in the market – which I believe M2 is – why not go onto that platform? It's all about standardisation. I'm a firm believer in that. You've got to get to a point where it makes sense for everyone to develop for it. Which is exactly what happened with VHS." □ ssw



Launched at £349 and bundled with mega-hit *FIFA Soccer*, the GoldStar 3DO finally saw the format getting a major ad campaign behind it. Expect more to come, especially with the new £299 price.



# Rich Shane

## Arcade Whizzkid

**After realising one fantasy by getting a summer job at a local arcade, Rich Shane is now realising another by turning dream games into reality at Studio 3DO. Not only is he the producer on *BattleSport*, *Captain Quazar*, *Phoenix 3* and *Starfighter 3000* on 3DO I, Shane is also heading up Studio 3DO's first internal M2 game.**

**Captain Quazar is very much in the style of classic coin-ops like *Commando*. Why do you think no-one's done this sort of thing before on 3DO?**  
 "I don't know, but the reason why we did it is that Helmut [Kobler] and I are hard core gamers and we know what we like to play... Helmut really deserves the credit because he was the one who broke away from 3DO to set up Cyclone Studios. It was his idea to develop *Captain Quazar* and *BattleSport*."

**What's the story behind *BattleSport*?**

"That project started out from when I used to go over to Cyclone for *Captain Quazar*. It was August '94 and they just had one programmer on *BattleSport*. He showed me a collection of squares, which looked like Stonehenge, and kept zooming in and out. Helmut got really excited and said, 'Look at the scaling going on here!' I said, 'Yeah that's really neat but when is it going to be a game?' So for many months we watched Stonehenge scaling in and out, 'til they finally got it going. It's now incredibly impressive - I haven't seen another game which handles 3D as impressively as *BattleSport*."

## Profile

You could say Richard Shane was in early with 3DO - employee number four to be precise! He joined straight from university, where he'd earned a degree in mathematics and computer science, applying initially to Electronic Arts as a producer. CEO Trip Hawkins promptly poached him for his new project: 3DO. Shane joined as a project manager doing market research on the specifications for 3DO I (AKA 'Opera'). He then went on to head up the software test group, before picking up the producer reins on *Soccer Kid* just as that was finishing. It's a big leap from one project to five, but Shane is confident his titles will be big hits: "I feel really comfortable being a gamer - I mean I used to play on the Magnavox Odyssey at home during elementary school. In those days you had to stick a cellophane template on the TV [for the colours]. From that day on I've loved videogames."

**Play balance is very sharp...**

"Play balance can't come from any other source than playing it a whole lot. I play it all the time, people at 3DO play it all the time, people at Cyclone play it endlessly."

**Do you have outside testers?**

"We have focus groups where we round up people from the arcades and the 3DO Club, of course."

**Have you used any of their suggestions?**

"Many. *Captain Quazar* was originally a one-player game. We also added a mapping capability because people thought each level was so big. *BattleSport* was from the start two-player, so that was never an issue, but adding certain types of weapon came from people's suggestions."

"We also have a lot of internal expertise to call on. Ed Rockburgh, for example, wrote a whole slew of great coin-ops for Atari. *Blasteroids*, *StunRunner* and *Steel Talons* are all his. He also did a horseshoe tossing game for the arcades and, oh my god! - I'm forgetting the most important: *Battlezone*! He's incredibly talented and we're working together on M2. But I also regularly ask him about features on other games."

**When did you start at 3DO?**

"I started on July 21, 1991 and at that time we used to meet at a conference room at EA. There was just of four of us, I mean we'd go to a restaurant and occupy just one table! That was the whole of 3DO."

**What are your favourite games?**

"I have to say I like *Captain Quazar* and *BattleSport*, in fact I have to say I like all my projects equally!"

"Of non-Studio 3DO products, *Gex* and *Slam 'N Jam* are probably my two favourites right now. *Gex* has a huge area to explore, I really appreciate finding new puzzles. I like *Slam* because I love playing basketball myself and it's done really well. I love the size of the players, the fantasy shots."

**Are you developing any M2 titles?**

"I am working on the Studio's first internal title for



M2. It's in the earliest stages at the moment and we're keeping it a secret right now. I promise to tell you all about it once we're a bit further along though. It's very exciting!"

**What sort of game is it?**

"I'm sorry. Don't mean to be a tease! It will really knock your socks off. We're really looking to do something exciting and that's all I can say now."

**Will you be doing any M2 upgrades of your existing titles?**

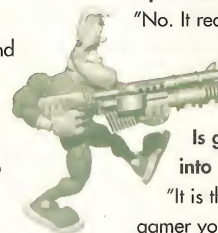
"Right now two likely candidates for M2 are *Starfighter 3000* and *BattleSport*. Because they could be dramatically enhanced even beyond their current state... I think with M2 there will be a wide range of products. Some will start out simply as Opera-only (3DO I only) and some M2-only, and then there'll be hybrids in-between. You'll see ports from Opera to M2 that will make use of just some of the advanced features like say MIP mapping. Games that have a lot 3D in them lend themselves really well to doing that."

**Was there ever any temptation to scrap the Opera versions and go straight to M2?**

"No. It really isn't an issue, everyone at 3DO thinks we have to support Opera. I mean it makes sense - initially the installed base for M2 is zero!"

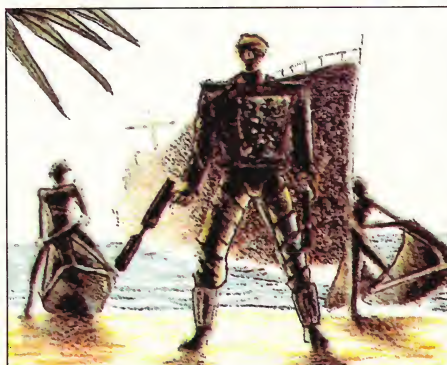
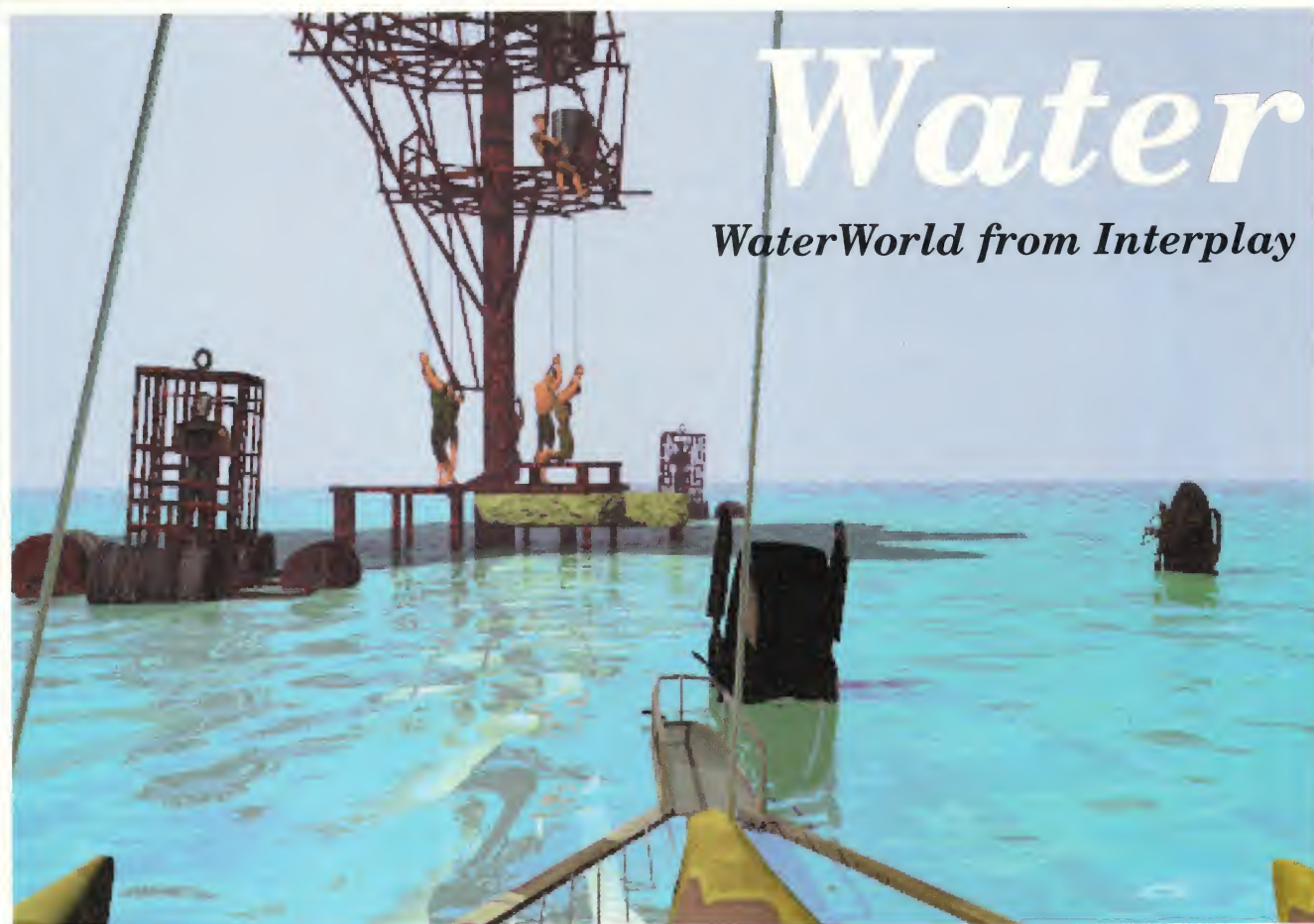
**Is getting your best dream games turned into reality pretty much the ideal job?**

"It is the ultimate. For someone who's a diehard gamer you can't find a better job. I get to work on products I love with smart people who enjoy videogames at a company whose mission I truly believe in." □ ssw





# Walking On



Main piece, a still from one of the stunning SGI workstation intros. Above, just a few of hundreds of sketches penned by Software Creation artists to create storyboards for rendered sequences.

Few films become legendary before they're seen, but *Waterworld's* notorious entry into movie mythology is unlikely to have cheered Interplay, who are preparing to publish their tie-in. Anguished wringing of hands should soon be replaced by back slapping and skips of joy however, for not only is the movie enjoying considerable success both in the States and over here, but developers Software Creations look set to deliver a truly stunning licence which makes the water so much fun to play on, hell, maybe even Kevin Costner could be tempted to grow gills again. Then again...

Thankfully, Software Creations have not been visited by the curse that afflicted the movie's production (see boxout), however, the pressure to complete the game in time for its planned November release is resulting in plenty of late nights for the hard-working team. And whilst delivering a credible licence to a discredited movie based entirely on water may have seemed as feasible as walking on water, Software Creations seem to have achieved just that.

Certainly, press manhandling of the movie hasn't deterred them in any way. "We took all the bad reviews with good humour," insists Lorraine Starr, the game's producer, "and as everyone knows, you can't believe everything you read in the press!" SGI artist Justin Eagleton agrees. "The game is totally unique and should be treated on its own merits. Motivation on this game has been very high. Many people will compare the game to the film, and I think we've achieved what we set out to do... the >



> game looks so much like the film." And as even the movie's harshest critics have conceded, it certainly looks unbelievable.

Software Creations have shunned the route most common to movie tie-in developers – lame platform action and familiar gameplay patterns – responding instead in a much more adventurous fashion. *Waterworld* is a first person perspective, blasting arcade game, which has you playing the Mariner, cruising the sea on a fast moving Trimaran, armed with semi-automatic pistol, machine gun and 'super' machine gun. The melted polar ice-caps of the near future have left the world almost entirely devoid of land, and a group of peaceful survivors are floating across the endless oceans on enormous man made rafts (atolls), trying to avoid the attention of the evil Smokers, led by Deacon (Hopper). A young Atolla girl's mysterious tattoo may hold the secret to the location of the mythical 'Dry Land', and you must survive and protect yourself and the Atollers against attack from the heavily armed baddies and lead them to safety.

The game consists of eleven levels which are spliced with generous amounts of SGI rendered clips to enhance the atmosphere and continue the narrative, which is also narrated by the Atoller girl. Your hero zooms along the sea surface blasting baddies from their jet-skis and speedboats, guarding the massive atolls, diving underwater in later sections and eventually boarding Deacon's atoll, the Deez, for the final confrontation. The fantastic graphics are comprised of beautifully dirty, textured mapped polygon constructions for the atolls – rendered through SGI workstations – well detailed sprites for the enemies and a delightfully realistic ocean built up of hundreds of textured polygons, the corners of each 'water' polygon rippling in smooth sine waves to create the uncannily realistic impression of water. Just as the hundreds of unforeseen difficulties in filming on water hindered the movie production, so creating a convincing depiction of the ocean kept Software Creations tied up, but the result of their endeavours is a marvellous success.

The team were given access to each (!) screenplay draft and thousands of storyboards and production stills, enabling them to recreate the unique

look of the movie with great accuracy. Being an ex-Ocean employee, Lorraine Starr has certainly spent her fair share of hours dealing with unhelpful movie people, but the level of support she received for *Waterworld* was beyond even her hopeful expectations. "The reference material we received from MCA has been overwhelming, with lots of colour photographs and blueprints for all the models built for the movie. I've never previously encountered a film company who have been so forthcoming for a videogame licence."

Getting the game to faithfully reflect the narrative of the film wasn't quite so easy, however, due mainly to the infamous amount of rewrites, but some slack was cut to let Software Creations produce a game that felt right. "We had to redesign the ending of the game to mirror the late, final screenplay," admits Lorraine, "(but) there are some areas that we have not changed in accordance with the script, because it suited better gameplay." Software Creations are certainly proud not just of the visual sumptuousness, but of the action-packed, varied locations. "It's important to realise that gameplay should come first, and sometimes you do have to deviate a little, or over-emphasise what may be small scenes in the movie to get the best results."

One of the only aspects Software Creations weren't forthcoming over, was how they could possibly communicate the supposed moral ambiguity of the Costner character, a stumbling block for preview audiences and surely an impossibly abstract concept to communicate in a videogame. "You'll have to buy a copy to find out," Lorraine insists, demurely, with no elaboration forthcoming.

Of course, it's impossible to resist asking the obvious question, namely, just what did the team think of the movie? "It was very entertaining, with some of the best action scenes I've ever seen," enthuses Justin Eagleton. "I was looking closely for our representations of the *Waterworld* feel and I think we've captured it brilliantly!" Lorraine Starr is



The team (l to r from top): Greg Holt (Main Artist), Carleton Handley (PSX Software Engineer), Andy Threlfall (Graphic Artist), Justin Eagleton (Graphic Artist & SGI Modeller), Steve Watson (SGI Artist), Peter Scott (3DO Software Engineer), Steve Millership (SGI Artist), Lorraine Starr (Producer), Chris Jojo (Musician) and Annie Lee (Production Assistant).

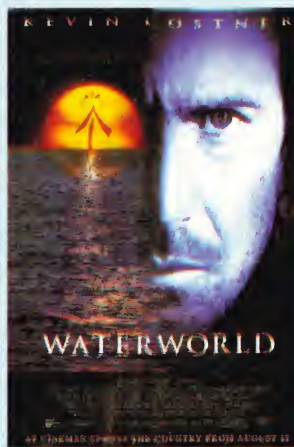
equally positive. "I loved it. It was fun, action-packed and exciting and I'd recommend it to anyone. The only drawback was drinking a cup of coffee before I went in, and sitting there for two and a half hours looking at all that rippling water! Guess where I ran to when it finished." With the game likely to induce a similar reaction amongst sensitive players, consider yourself warned that drinks before this game should be avoided. It's bound to be a small sacrifice, however, for what promises to be one Christmas's hottest titles. □ mcw

• *Waterworld* will be published by Interplay in October.

3DO Magazine

## It's only a movie

The adage that there's no such thing as bad publicity has received its most severe bench test not with Hugh Grant, but with the *Waterworld* movie. Conceived by Peter Radar as a low-budget Mad Max spin-off, with B-movie schlock producer Roger Corman in mind to develop it, the project slowly transformed into a mega-budget epic propelled by the star status of Kevin Costner. From a medium big-budget of \$64 million, *Waterworld* ballooned to an alleged \$200 million, the already fraught production also suffering the indignities of endless attacks from the press, keen to chastise Hollywood's latest excesses. Led by the LA Times, every mistake was pounced upon by tinsel town hacks and gleefully offered as proof of Costner's uncontrollable ego and Universal Picture's ineffectual management. Of course, there wasn't a real shortage of calamities to report on. Costner and director Kevin Reynolds upheld a lifelong tradition by falling out before completing the project, resulting in Costner taking over the post production of the film (only to be



accused of pepping up Reynolds's allegedly downbeat portrayal of Costner's character); Costner's wife initiated divorce proceedings after finding him enjoying the attention of an Hawaiian belly dancer on location; the 96 day shooting schedule sprawled into 154 whilst the screenplay rewrites pile reached its fortieth draft; stunt men and principles were lost at sea, discovered they couldn't swim or just felt seasick (most spectacularly, Costner himself); hurricanes brooded in the distance; huge atolls built for the film sank and when, finally, previews of the film were shown, audiences responded unfavourably to the graphic violence, Costner's downing of a pitcher filled with his own urine, bizarre plot twists and, most amusingly, a sense of nausea created by the predominately floating cameras. The only people happy throughout were the Hawaiians, who enjoyed their surprisingly lengthy visit from Hollywood, and the \$30 odd million dollars Costner and co spent on thousands of tonnes of steel, hundreds of labourers and a bar tab that's probably been framed. Come back anytime...





Above, Smoker craft survey the wreckage of an Trimaran that's been flamed (right). To the right of that, action inside the perimeters of a Smoker infested atoll. Below, Smokers come out in full force to prevent your escape.





# Binary Stars

## StarFighter from Studio 3DO

**T**he Andy Hutchings/Tim Parry duo has come on a ways since the obscurity of Archimedes programming. Studio 3DO producer Rich Shane certainly counts himself among their admirers: "brilliant guys, really, really impressive. I've never been with a developer like them. You ask for a feature and literally within five minutes it's in the game."

One such feature is real-time terraforming. Just as in *Magic Carpet*, heavy use of heavy, heavy weapons can knock even a mountain into shape. "You can blow canyons through mountain ranges or you can build up mountain ranges while you're playing... They have such a robust 3D engine, you can have a camera virtually anywhere and still have the same speed. You can rotate it, zooming in or out, set that as your camera position and play the game that way. You actually have two camera views to toggle between, one of which could be a cockpit view and the other flyby. So you could destroy a building and, while flying through the explosion, switch to camera two and watch yourself... It's everything that any of us who've wanted to play an awesome arcade flight game have wanted."

The backbone of *Starfighter* is the relationship between Parry and Hutchings. They grew up together, trading first Atari 2600 carts and later Spectrum games. "It makes it easier when we sit down and have to come up with something," says Parry. "We can always remember what was fun." Like a songwriting team, developing a game comes from incessant arguing over every detail. "We battle it out. Eventually we'll come up with the best compromise we can."

While Hutchings is responsible for the overall design, Parry is the guy who has to write the 3DO specific code. "I really enjoy it," he says. "it's a pleasure to work on [3DO] although, like all machines, it gets a little finicky when you're trying to squeeze every last bit of speed from it. Still, I'm now almost certain the way we plot texture maps can't be done any quicker than on *Starfighter*. I've spent so much time on it."

Although the game is coded for a 320x256 display, the 3DO system's built-in sub-pixel anti-aliasing dithers the resolution to 640x480. It's a technique which works well for "anything that's 3D. If you take *Need For Speed* or *Road Rash* and *Starfighter*, they all have a similar kind of landscape. The fact that the 3DO can smooth out the

**Merely a dazzling demo at the last ECTS, *Starfighter 3000* has now grown into one of the most ambitious games yet seen on 3DO. Squadrons of fighters, spectacular space battles, meteor storms and asteroid fields are just some of its epic features.**



pixelly effect, frame by frame, automatically and without taking up any extra processor time, helps create a more realistic image."

### Smarties

What Parry is most proud of in *Starfighter* is the intelligence of both enemies and allied wingmen. "It's almost like they're actually there, especially with the messages, and it's all properly simulated –

nothing's rigged. You can follow one particular ship with a camera and almost see it making decisions: it's been fired on by someone, so is will it go for them or stay on its current target?"

Your control over wingmen is relatively simple, ranging from 'attack everything' to pure defence, but with seven fighters locked in formation your firepower is awesome. Even more impressive is when the fighters break formation – swarms of allies, enemies and homing

missiles all swirling about in one huge melee. With so much happening, simple rules soon build up into enthralling complexity. "This is what I

**Docking with your mothership requires nifty flying. On the right, you can see yet more views of this huge vehicle. Selectable camera angles let you view virtually any object from any angle. Panning around frozen action scenes is almost a game in its own right.**

love," Parry enthuses, "It's a real pain in the arse to do – so many little rules to work out, conflicts to resolve – but when it's done and you can watch it go... It's just so good. I think all the games we'll ever do will be sims."

Unsurprisingly, Parry hopes his next game will be for M2. "It looks brilliant. I can't believe they got it that powerful in just three chips. When that comes out, that's it, I'm going straight down to the shops with my Visa card. I'll be getting one straight away. It looks phenomenal. I want one!"

So far only key developers have been supplied with development kits, but Parry is lobbying hard for FedNet to get one. "It would be brilliant to sit down and write a game from scratch for it, knowing exactly what the machine is capable of and writing a game that met it exactly."

"One of the best things about 3DO is the approach they took originally. When you sit down



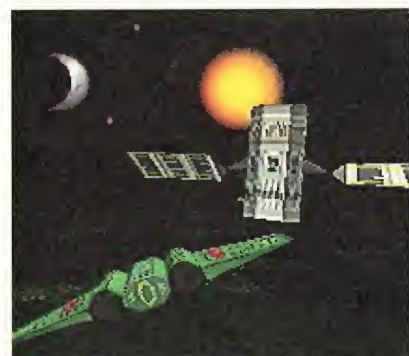




Above, just as you're lining up a green enemy mothership, a enemy fighter swoops in from behind with radar lock and missiles about to go... Below, four extra gun pods and a *Raiden*-style whip-laser make for awesome firepower.



A cockpit view shows an enemy mothership launching a fighter. Far right, skimming over the waves to attack an enemy ship.



with it, there's all this massive documentation and a big operating system which really supports you. They knew they were going to upgrade the system and, with a few exceptions, the original OS will still be there with M2. The amount of time we've spent on 3DO I, all the routines we've developed, could still work with M2."

Parry obviously hopes the global standard will work out for 3DO and, while Krisalis' contracts restrict his ability to speak to openly, he is gleeful that M2 looks like it will truly 'stuff' certain rival systems... □ ssw

• *Starfighter* will be published by Studio 3DO in November.



3DO Magazine



# Bad Company

*Defcon 5 from GoldStar*

**E**ven though it was the spoof platformer *James Pond: Robocod* that propelled Millennium into the big league, and gave them their loyalist fanbase on the Amiga, titles such as *Global Effect* and *Diggers* proved that they had a knack of producing off-beat, highly successful titles with surprising regularity. The strategy for the game designers was simple – come up with games *they'd* like to play – and this focus on creativity and strong gameplay have put them in good stead to tackle the new breed of consoles. With £1.2 million profits last year, Millennium certainly seem well positioned to enjoy and consolidate on the inevitable success of their ambitious new title.

PR manager Keith Smith likens the production of *Defcon 5* to that of a movie rather than a conventional videogame, and the varied departments of the company bear out this claim. The lower floor is packed with SGI workstations and development kits, where each version of the title is being tweaked to take advantage of the respective host machine. Upstairs, the artists and designers scribble and visualise, building miniature sets and textures to scan in or solve a problem 'for real', whilst next door is a newly fitted sound studio, where dialogue and original music is recorded and mixed. Walk past the film suite, where actors have been getting filmed against blue screens for *Defcon 5*, then up again, past accounts, managers and the Q&A department and you reach the steeped attic of Millennium, where a long oval table surrounded by chairs is barren save for an enormous TV and a 3DO, which is running *Defcon 5's* fabulous SGI intro. This is where the newest cut discs are assessed before being dispatched to the publishers for their feedback. "We just got the results back from the external play testers," grins Keith Smith, clicking past the teaser and into the game, "We got the highest pe-production score from their players ever. 95%." Then he starts explaining the narrative of the game, and the thought occurs that maybe Millennium should be writing sci-fi novels instead of games...

Watching someone else play *Defcon 5*, it's difficult to see what all the fuss is about. Sure it's a polished first person perspective title, with smooth visuals, great sound and faultless presentation, plus a disturbing amount of seemingly complex interaction with a computer that seems like 'Mother' from the *Alien* movie. But get to the joy-pad yourself, and you begin to see why Millennium

**Millennium Interactive are one of the last surviving software developers to make it from the 80's to the 90's without being bought by one of the giant publishers, but their plush Cambridge offices and continued expansion clearly communicate that they're a big 'small' developer, with serious muscle. After two years development, *Defcon 5* is the title they hope will establish them as premiere developers for the 32-bit generation...**



**The stunning, Alienesque intro certainly sets the scene for *Defcon 5*, created in-house at Millennium, below, of sleepy Cambridge**

are so proud of their new product.

The game invites you to play a cybernetics engineer for the Tyron Corporation, sent to a deserted mining station on the small planet MRP 6F to decommission the defence installations. The Tyron Corporation is demanding defence budget cuts in the present climate of *Defcon 5* - Defence Condition Peace (Defcon 1 = war). However, the

shuttle ferrying the last occupants of the base explodes just out of orbit. The calm voice of the base's VOS (Virtual Operating System) calmly informs you of approaching intruders, and if you take the lift up to one of the gunnery emplacements, from the window overlooking the planet's barren surface you see a cluster of alien craft

approaching. Trapped, your only hope of survival is to get the base up and running to repel the aliens and find out what the hell's going.

*Defcon 5's* paranoia saturated narrative is familiar and entertaining enough, with shades of *Syndicate* and *Blade Runner* that will impress cyberpunk fans. The fact that the base is only running at 70% efficiency arouses suspicions that

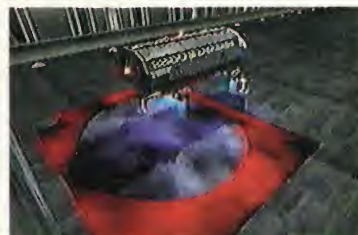
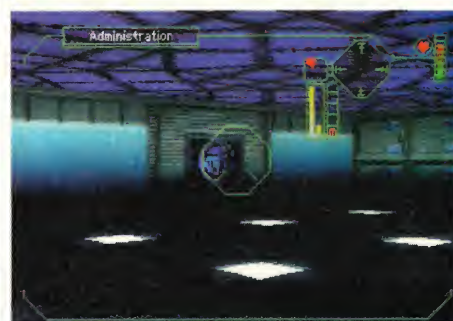
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Above, chaos over MRP 6F as the intruders make their presence felt. Right, a Berserker lumbers through the base's corridors. Far right strip, internal and external action. Bottom centre, the only friendly face. Bottom right, you, alone with a lot of information to digest...



you've been set up in some way, with traces of possible sabotage everywhere once you get the defence software installed. The origin of the alien intruders is equally baffling, but, brilliantly, *Defcon 5* allows a level of interaction to investigate and solve (whilst battling) that makes it a quite unique blend of adventure, action, strategy and simulator. The real hook, apart from being involved in a real time, sophisticated sci-fi movie, is that you're learning to control the base rather than just 'yourself', and the hope is that your learning curve peaks as the enemy attack reaches full force. The program assesses your performance each time you play, adjusting the intensity of attacks in accordance, making each session unique. More than ever, the tag 'interactive movie' seems genuinely applicable.

The heart of the game is interfacing with the base's VOS. After logging on, a whole host of options are available. The missile turrets can be armed and set to automatic, or if you want to take

manual control, lifts ascend to the gun emplacements. Shoot down an alien, and you can launch probes to scavenge the crash site. It's also essential to arm yourself, as alien craft dispatch alien creatures with a mission to tear the base apart. Extra ammo clips for your pistol and medikits can be found in appropriate areas of the base. The heady strategy element of *Defcon 5* really kicks in now, however, as you must send drones to repel Berserkers through the VOS tactical menu, holding them off in perimeter areas of the base whilst you attend to the missile towers and oversee your strategy from available VOS points. Get caught by a rogue Berserker, and you must fire with discretion – pollute the room's atmosphere with too much weapon discharge and the room will automatically seal itself, identifying the location as a health hazard. Repair droids must then be deployed.

*Defcon 5* is, essentially, an arcade action game. The game's producer, Toby Simpson, certainly sees

*Defcon 5* as a true multi-media title with the first person perspective and most crucially, real time aspect (interaction with VOS doesn't freeze time) heightening the excitement and sense of involvement. Certainly, the whole team have injected a wealth of brilliant touches that give *Defcon 5* a truly movie like feel. Toby claims a whole 100 year time frame has been written around the game, and the archive menu available through the VOS has a vast array of relevant information, political, social and military, to inform your tactics.

With its impressive AI, absorbing gameplay and sublime visuals, *Defcon 5* looks like an exciting proposition to hole yourself up with over the winter months, and a winning formulae for Millennium to develop in future, undoubted sequels. □ mcw

• *Defcon 5* will be published by GoldStar in November/December.

3DO Magazine



# Force Of Arms

## Bladeforce from Studio 3DO

**A**sk Bill Budge how *Bladeforce* runs so fast and the man behind classics such as *Pinball Construction Set* smiles. "I don't know why everyone else's systems are slow," he says, amused. Although a veteran games designer, on *Bladeforce* he's purely focused on the coding. Game design is headed up by Gred Gorsiski, an ex-ILM director of digital effects who worked on both *Terminator 2* and *Jurassic Park*.



Gorsiski's concept for *Bladeforce* was to create huge, sprawling city zones, packed out with user unfriendly laser turrets, towers and missile launchers. The objective on each level is to apprehend its master criminal, ranging from a pyromaniac to a crooked televangelist to arms dealer Terrence Pitt – Gorsiski's own alter ego! In fact, each of the criminals is modelled after one of the team and on level one, Gorsiski's portrait is texture-mapped all over the place.

If the player is feeling brave, and is adept at reading maps, the objective can be approached straight away. However, for all but the best flying, defence drones will make it a very brief act of bravery. It's far smarter to follow a more circuitous route, taking out ammo dumps, powerplants and generators to weaken the enemy. But the longer you take, the lower the points bonus at the end.

*Bladeforce* has a classic arcade structure, with masses of power-ups, bonuses and secret traps, combined with awesome 32bit visuals, a save/load option and an excellent rock guitar soundtrack. □ ssw

• *Bladeforce* will be published by Studio 3DO in November.



Dream up a B-movie SF plot, mix in game code by a video-games giant, production by an ILM wizard and, well, that's *Bladeforce*. Third generation mega-game to the max.



Above, the master criminals run riot. Bottom left, our hero prepares for combat.



3DO Magazine



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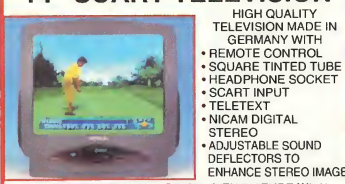
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# on the Rage Machine

## Primal Rage From GoldStar

**P**robe Software are the UK's largest independent developer and virtually the only choice for converting *Primal Rage*. Project manager Robert O'Farrell, universally known as Barg after an AD&D character, was responsible for Probe's massively acclaimed *Mortal Kombat II* conversions, besides overseeing testing of the original, chart-topping *Mortal Kombat* games. He started work on *Primal Rage* a year ago for no less than 17 formats.

"When I first heard I was doing a 3DO version (Probe's first 3DO game in fact), I was a bit worried," Barg admits. "From its reputation, I thought it would be a slow machine. In fact, the finished game will run in 2 frames [60 frames per second equalling twice a TV's 30fps]. I'm really pleased with it, it's a really good version and I want it to do well. I think it's the best beat-'em-up on 3DO."

The coin-op version of *Primal Rage* has no less than 32MB of RAM, allowing characters to have 900 frames of animation in 64 colours. The 3DO's 3MB means some compromises had to be made, with 15% smaller, 16 colour sprites, 32 colour distant backgrounds and 16 colour foreground graphics.

However, Barg insists careful judgment makes the differences almost imperceptible. For example, whilst animation is similarly reduced, to 350-400 per character, it's still incredibly smooth, considerably more so than the *Mortal Kombat II* coin-op, which had 250. There are even three gruesome fatality moves per character, made possible by speedloading them off CD at the end of each bout. Unlike the coin-op, it will have a 90 second FMV clip on the making of the coin-op, plus short Silicon Graphics intro's for each character created by the coin-op developers.

**Blizzard beats his chest and wins more slaves.**



**Developed by Time-Warner's old Atari Games division, *Primal Rage* is a Jurassic Park inspired combination of dinosaurs, digitised stop-motion animation and ultra-violent beat-'em-up action. An awesome sequel is already deep in development, but for '95 it's the original enjoying a national ad campaign complete with fake 'censorship' of its blood-splattered visuals.**

To ease conversion work, the game doesn't really make use of 3DO's custom hardware for anything but the shadows. However, unlike Probe, its lead programmer Keith Birkitt has worked on the 3DO system before. His *Alone In The Dark* conversion was notable for nippy handling of polygon graphics.

### 1.7 v 2.3

When conversion work first began, *Primal Rage* version 1.7 was on general release. This is the version the 16bit games are based on with, incidental-

ly, sprites 20% smaller than the 3DO game. The current coin-op is version 2.3 with

more moves and fatalities – which is what the 3DO version is based on. Both versions share secret sub-games where you can get the dinos to play human volleyball or even go human bowling!

All of the arcade game's AI code is identical, it was simply ported over so when you play the 3DO version, you really are playing the coin-op. Asked to compare it with the *Mortal Kombat* series, which he obviously knows inside out, Barg is enthusiastic: "*Primal Rage* has a lot of



**Sauron (a good all rounder) hacks Chaos (fast and vicious) into a puddle of blood against a tumbling cityscape. You can turn the gore off...**

depth. It's not as fast and furious as *MK II*, but there's a lot more moves. Because the characters are dinosaurs, you can't just jump and kick all the time. You have to play it differently. I certainly prefer it to *Mortal Kombat I* and, even, *III* – which I think seems to have lost the feel of a proper beat-'em-up somehow."

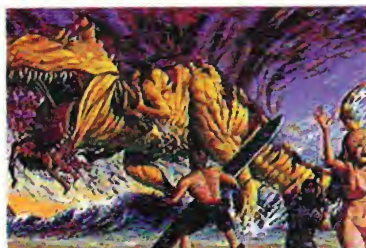
There are, of course, a lot of combos but Barg believes *Primal Rage*'s execution is particularly adept. "I've pulled off a 22 move combo on *Killer Instinct*, but it's simply joystick waggling. I also think *SFII*'s got a bit dated now. You play it and people have their own specialist character and special move. I prefer games where you really have to get into a character and all the moves. I think 3DO's an under-rated machine and our version of *Primal Rage* proves that." □ ssw

• *Primal Rage* will be published by GoldStar in November.



**3DO Magazine**





The illustrated intro, above, sets the scene well for the dinosaur ruled earth of the future. In game, animations are stunning, and wonderfully complemented by some fantastic back-grounds. The exploding lava level, right, is particularly impressive. Below, Sauron wins again...



## Prehistoric Ad

Seen the *Primal Rage* ad on the TV or cinema lately? If you haven't, you should complain since Time Warner Interactive have spent £1 million on a European ad campaign starring ex-DJ luvvie Simon Bates, satirising his pre-video snippet for the BBFC to warn viewers of the potential offense of the following advert. A pair of dinosaurs are then shown about to fight, but before the claws start flying the picture is 'censored' and replaced with film of grannies' birthday parties or children playing with kittens. However, the soundtrack carries on with the sound of ripping flesh and spine-tin-gling screams before the visuals cutback to show the bloody aftermath. It's good fun, but will it drive the game to number one status?







Karen Murgatroyd (Dawn Collinson)



Derek Freeman (Tig Fong)



Sandoval Rifkin (David Sutcliffe)



Lucette Deroches (Dawn Wright)



Councillor Rand (Susanne Sutcy)

# Return Of The *Infiltrator*

*Pheonix 3 from GrayMatter*





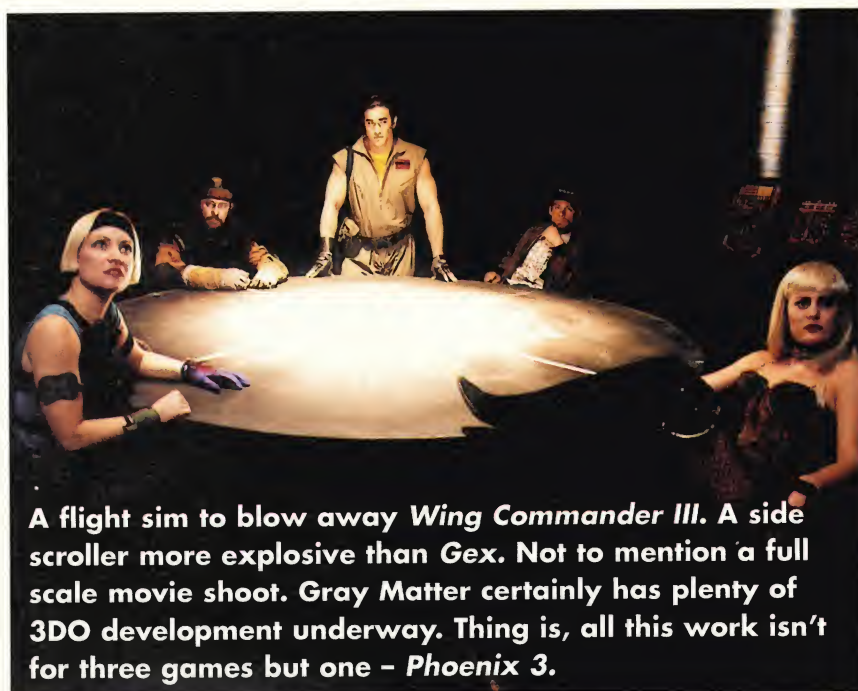
**I**n the late Eighties, multi-game hybrids dominated the charts with Ocean's *The Untouchables* probably the finest of them all. Some eight different mini-games recreated key movie scenes in a mammoth Gary Bracey production. It was better than the movie, but thereafter the soaring cost of 16bit development killed off such mega-projects.

Now Gray Matter aim to resurrect the genre with the epic *Phoenix 3*. Whilst most development houses are struggling just to produce one super-console game engine, project manager Rob Anderson has a simple explanation for his ambition. "We're insane!" he admits, his laughter blunting an explanation which will echo throughout our interview. Time after time, *Phoenix 3* seems to have taken the most difficult option available.

For videogame veterans, the inspiration for the project is pretty obvious. Gray Matter's MD, Chris Gray, had pioneered the multi-game format with *Infiltrator*, on C64, and it's actually a pretty good template for *Phoenix 3*. The FMV is new, of course, while the isometric *Commando* action has been flipped on its side, but otherwise the games are close cousins. In the late 80's, *Infiltrator's* combination of advanced flight sim combat and more conventional arcade action made it a massive best-seller, but will history repeat itself on 3DO?

Rob Anderson clearly believes it will and after

**The top quality film footage, featuring good acting and high-production values meshes well with the varied games, below, providing a truly impressive 'interactive' movie.**



**A flight sim to blow away *Wing Commander III*. A side scroller more explosive than *Gex*. Not to mention a full scale movie shoot. Gray Matter certainly has plenty of 3DO development underway. Thing is, all this work isn't for three games but one – *Phoenix 3*.**

joining Gray Matter in 1987, he certainly has enough experience to know. His first project was another multi-game project, Amiga/ST *Motor Massacre*, on which he programmed. *Phoenix 3's* original design document was begun in June '94 and took a couple of months to complete. When Studio 3DO greenlighted the project in September, Gray Matter immediately began work putting together a film production.

## Sound Work

Studio 3DO's producer, Rich Shane, is full of praise for Gray Matter's technical expertise: "We filmed on a sound stage in Toronto with a Hollywood director, professional lighting and sound people – a full Hollywood production." Anderson estimates some 50 minutes of footage were shot, later cut down to 35 minutes with an additional seven minutes of CGI footage for the spaceships.

While Anderson personally dislikes FMV breaking up gameplay and often "distract-

ing" the player, he makes an exception for *Phoenix 3*. "It really holds the game together. The story was written from the ground up so that you could interact with it in-game. Nick Gray, our director of visual effects, did a really good job – I think it's going to be quite unique."

The FMV provides the backbone for *Phoenix 3* and being shot first, put restrictions on how the game could develop. One of the most ambitious elements was the use of the same 3D object models for both the game and, in higher resolution, the FMV. "At the beginning of the project, Sean Sullivan Masters came up with concept art for all the ships. Then we ran it by the programmers and they would say 'this is do-able' 'this isn't do-able'. So it went back and forth."

The finalised models were then rendered on SGI machines using *Soft Image* and *Alias* software. Like most cutting edge developers, Gray Matter has an R&D department – purely devoted to producing programming tools for various platforms – and theirs can extract *Soft Image* and *Alias* images for >

## Futures Past

To match the Eighties-style game structure, *Phoenix 3* boasts a wonderfully retro plotline. Yes, those fiendish aliens are on the warpath again, planning to invade your home planet of Galearth. Unfortunately, the planetary defences were disassembled centuries ago...

As the title suggests, the mission to raise Galearth's defences from the ashes has three elements. The first consists of professionally shot movie footage which sets out the game's background and links up the various action sequences as you progress. Pilots, ancient spaceships and other defences have to be recovered from various locations which you fight your way to in spectacular 3D, flight sim combat sequences (element 2). When you arrive at a location, your pilot grabs a gun and climbs out of his ship for some frantic, side-scrolling shoot-'em-up action (element 3). There are five locations in all, each with two sub-levels, making for ten levels in all. Each location is set out as a maze which you must thoroughly explore to find all the items you need.



> use on 3DO. Asking how difficult that was makes Anderson laugh. "Oh, it was quite difficult," he says with British-style understatement, "it's taken us a year or more to develop." At one stage, 3DO themselves were convinced it couldn't be done according to Anderson, and even he became concerned about how long it was taking...

## 3D Or Not 3D

When complete, the 3D models were programmed into GM3, the company's own 3D system – initially developed for *Foes Of Ali*. *Phoenix 3*'s radically different demands forced substantial modifications, but the basic engine was already there.

Comparisons with *Wing Commander III* are regarded as almost insulting. "I don't even believe those are true 3D ships [in *Wing III*]" says Anderson. "I think they've done exactly what they did on the PC and simply rotated flat poly shapes. It doesn't take advantage of the machine and looks 16bit. On *Phoenix 3* you get a much better sense of movement."

There are some 25 different objects in the game, including 8-10 spaceships, satellites and debris. The Carrier ship is about five times the size of your own ship and, unlike *Flying Nightmares*, enemies tend to get real close, real fast – especially the Scouts. If you turn off the HUD, the frame rate averages an incredibly smooth 30 fps.

There's plenty of strategy too with the various enemies attacking intelligently. "We were studying *Wing Commander III* and their enemies basically do a circular move around you, attacking relentlessly. Our enemies have definite, 3D patterns which you have to learn." Enemy ships will also co-operate, one ship acting as a decoy while another two attack from another angle. "I think enemies behave believably aggressive," says programmer Brady Sheppard. "The Talons, for example, have rear-firing torpedoes which are really hard to avoid. Wasps have a great cloaking effect, you

**Hero Derek Freeman (Tig Fong) and Gral (Bill Davidson) give it all they've got in the final fight scene. Now how's he gonna get out of that...**



The development team (plus a few extras), from left to right: Nick Gray (3rd artist, live action), Alan Penford (tools), Mark Kerr (sound support), Rob Anderson (producer), Dennis Mohr (image processing), Mike Robb (tools), Jim Koornneef (programmer), Grant Corless (artist), Simon Paul (artist), Sean Sullivan (3rd artist), Derek Tam (assistant producer), Doug Masters (3rd artist) and Brady Sheppard (programmer). Absent from the photo (due to exhaustion, probably), are Stephen Posthuma (programmer) and Jonathan Freedman (live action).

actually see them ripple and then disappear."

Sadly, camera angles are restricted with the main focus being the cockpit view. While this works

system.

Just as with the 3D, 3DO's own C-based routines were junked in favour of new, speed-opti-

***"It's more like three projects: film production, flight sim and side-scroll, all interlinked. It's definitely the largest videogame we've ever taken on and sure, it's caused quite a few gray hairs, but we've managed to make it work."* – Rob Anderson, Gray Matter.**

well, the speed of the enemies can make appreciating those superbly detailed models rather difficult.

"And the artists want you to appreciate their art,"

Anderson says, chuckling, "so there's an external tracking view, which gives a close-up view on the enemies."

## 2DX4

If the 3D engine is this impressive, why add the side-scrolling bit?

"Insanity," repeats Anderson. "We just thought we would add that little bit extra that would make the game much more playable." But while GM3 provided a solid foundation for the 3D, side-scrolling demanded a whole new

had two levels of parallax and we have four, so you can only imagine the trouble we've seen!"

Foreground action is no less innovative. The main character graphics are taken from a blue

**With about 80 people on the project at any one time, photo shoots like this were an everyday occurrence. Surprisingly for a videogame, music and sound effects come courtesy of V-Wave, a top audio team including ex-Rush producer Terry Brown and top ten composer Chris Hall. Unusually for a videogame, the CD-steamed rock music is actually pretty good while sound effects are excellent.**







Phoenix 3 features plenty of heavy firepower. Missiles have nuclear warheads which explode into boiling spheres lethal to anything nearby – including you, if you're not careful.

Hydra missiles are even more impressive, a barrage of eight tracking missiles which launch simultaneously. "They look a lot like photon torpedoes from Star Trek," says Anderson, admitting Gray Matter has quite a few Trekkies!



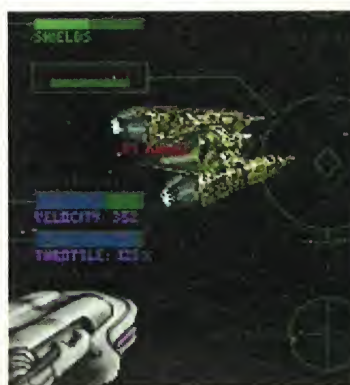
screen shoot, abstracting the central character from the FMV and putting him directly into the game. The various critters he fights are all rendered on SGI machines à la *Donkey Kong Country*. But on first playing the game, the main impact is, as Anderson puts it, the "sheer carnage" with blasted aliens spewing body parts all over the screen.

Considering the ground-up development of side-scrolling action it's no surprise to find this is lagging behind the 3D. Gray Matter's own success over the FMV and 3D has inevitably raised the stakes for the third element of this ambitious hybrid. Anderson is confident it will live up to the rest of the game, the exploration/blasting action giving the game a variety of gameplay too long missing from current videogames.

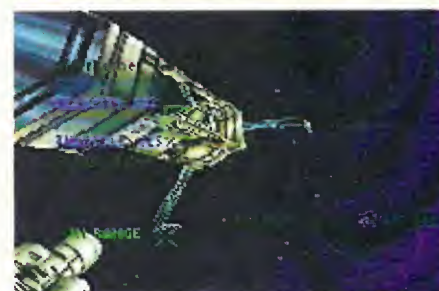
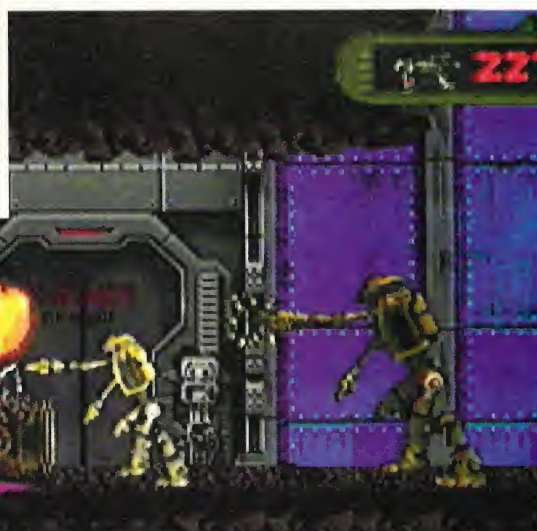
Finishing the game in time for its Christmas

release is a formidable task which will involve plenty of over time. Looking ahead to all that work brings more talk of the 'insanity' of this epic project, but this time Anderson reminisces about why they were so ambitious. "When we originally got 3DO, we were thinking '32bit, this can do everything!' So we committed to doing this and... yeah we've had our problems. It's proven to be quite an undertaking – it's more like three projects: film production, flight sim and side-scroll, all interlinked. It's definitely the largest videogame we've ever taken on and sure, it's caused quite a few gray hairs, but we've managed to make it work." □ ssw  
Phoenix 3 will be published by Studio 3DO in October/November.

3DO Magazine



With majestic visuals like these, Phoenix 3 should win a whole legion of sci-fi fans. Close quarter encounters with enemy craft, below left and left, certainly show-off the wonderful 3D effect achieved by Gray Matter. The high gore factor (top), and excellent mechanoids (bottom) are great fun and well detailed.







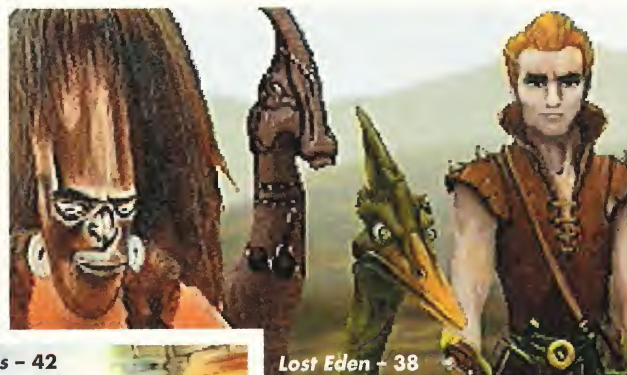


# Reviews

All the latest games reviewed and rated by the 3DO team...



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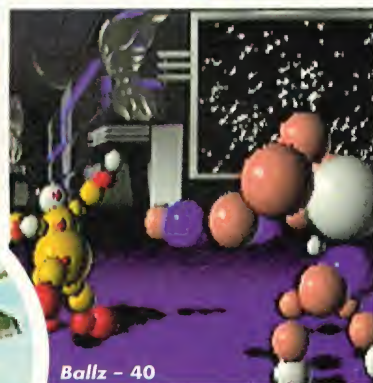
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**H**ere at 3DO Magazine, you can be sure that our scores are delivered after hours of painful deliberation, often with experts from other magazines called in to help on specialist titles. However, they are only a guide, and (despite what Mark thinks) we're not infallible: other people may have different opinions. You should also remember that we're a totally independent magazine and our opinions in no way reflect those of The 3DO Company. □ ssw

3DO Magazine

3DO Magazine ratings:

★★★★★ **Highly Recommended**

A stunning title, bound to please everyone

★★★★ **Generally Excellent**

A very impressive game that most people will love

★★★ **Very Good**

A solid, playable game which is good within its genre

★★ **Average**

May appeal to some, but approach with caution

★ **Poor**

A badly flawed title



# Captain Quazar

**Publisher:** Studio 3DO © TBA **Developer:** Cyclone Studios **Save Game:** 3 SRAM slots **Price:** £39.99 **Available:** Now

**W**hilst rival consoles like the PSX and Saturn are loudly delivering over hyped goods, all flashy visuals and no gameplay, the 3DO is enjoying the untrammelled playability of its third-generation releases. *Captain Quazar* (along with *BattleSport*) are definitive arcade games elevated to greatness through sheer playability. The pet project of ex-3DO employee Helmut Kobler and 3DO gamehead Rich Shane (interviewed this issue), *Captain Quazar* succeeds most impressively through the sheer variety and sophistication of the game engine itself. Its solid, imaginative controls recalls the golden age of coin-ops when every other game wasn't a racer or a beat-'em-up. A time when games were fresh and fun...

The plot has futuristic supercop Quazar hunting down and bashing three mega crimelords, each of which has their own personal planet. Each abode is suitably large, split into multiple levels, with tons of enemies, puzzles and traps. Aside from Pulzar for two-player mayhem, Quazar's most valuable ally in this mega quest is his mother of all guns, which can pepper bullets from the bottom barrel and missiles from the top. The power of this weapon is immense, catapulting Quazar back with it's monumental kickback, but control is easy, and by using the top shift buttons, you can rotate 360 degrees to spray a hail of bullets, or double click to fire in three directions simultaneously. Although buildings can be levelled with missiles, Quazar can also collect grenades, which cause really big explosions, and are handy for clearing dense areas around you. Bonus power-ups include speed boots, lasers, invisibility and regenerating armour.

Quazar immediately fulfils the first priority of an arcade classic then with a totally enjoyable, highly controllable main character. Extensive play rewards with many tricks and individual play styles to get the most out of your buddy, and, of course, the brilliant animation and characterisation of Quazar and Pulzar makes for immediate fun. Play is a joy from the kick off.

The second ingredient of a classic has to be structure, and here, again, *Quazar* is pretty damn faultless. The finished game has been radically tweaked so that it now features end level bosses to give a substantial rush to finishing areas. These range from comical (but ferocious) tanks to Walker robots and even a mini-Asteroids game! These are just the icing on the cake however, to already brilliant levels. Each planet has two to three levels, sprawling across various locations, so for example,

**You know those trashy console ads where the machine blows up with the sheer power and excitement of the advertised title? Well, if one game is ever likely to fulfil this advertising cliché and blow up your TV, it's gonna be *Captain Quazar*, which offers quite possibly the fastest, most furious arcade action available anywhere...**

on the first, desert planet run by Doobah, you must run around military installations destroying rockets loaded with spice before they launch, move to a more rural area to liberate slaves, and then enter the mining plant to destroy tunnelling machines and capture Doobah himself. Done? Well then you've got to get past the end-boss tank...

A relatively simple structure is made more complex by the size of the levels (they're large), and the use of teleporters (get passwords from freed hostages and traitors), mazes, lifts and secret rooms, all of which make the auto-mapping function essential. There's many objects to interact with, such as lava platforms to ride, whilst indiscriminate gunfire can cause chain explosions that decimate the whole playing area. Collecting extra ammo, weapons, health (from dead baddies) and keys (for metal security doors) is essential and there's squillions of fabulous comic touches that show Cyclone's psychotic attention to detail. On the mining levels, tiny light bulbs provide poor illumination, and should you accidentally shoot any, they'll explode, plunging you into darkness. In two player mode, you'll find yourself using Pulzar to fire non-stop just to provide flickering illumination, although a lamp can be picked up which casts a brilliant light over your surroundings.

Enemy death routines provide a lot of the fun of the game too, and each baddie has their own, elaborate method of entering the spirit world. On the jungle planet, some roll over and decompose in



**The caverns in the belly of Jungle World offer some of the most ferocious action, most dramatically in the form of manic Quazar clones. Mining machines must be destroyed before you can confront terrorist crime lord Zang.**

three seconds flat, others turn to ashes, explode in fireballs or scatter body limbs around. And the saddest are those which ascend skyward with tragic, frightened eyes, as ethereal ghosts. Magical. Perhaps the most frightening foes are the clones of Quazar himself though. Lightning fast and with infinite supplies of ammo, these deliver punishing assaults, running around you like they're taking some of the spices they're helping export, and making life very, very hard. Plus, it can get tough for the second player to spot just which Quazar is his lifelong buddie...

Quazar is a beautiful looking game, and reaching new areas is tremendously rewarding, since characters, gags and missions are all themed. Ox's mansion on the third and final planet is a marvelous work of architecture, with gardens and fountains combined with electrified floors and persistent, invisible henchmen. The earlier Lava levels feature seas of fire that must be traversed with floating rocks, whilst destroying special rocks that power a doomsday machine. And the sublime

Highly Recommended  
3DO Magazine





Above, clones fly to pieces when blasted. Below, Pulzar covers Quazar who lobbs a grenade on a prison. Yes, the hostages survive.



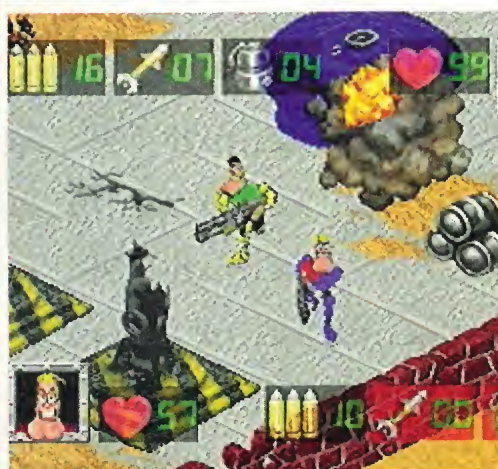
beauty of the jungle level conceals a deathly location plagued by poisonous plants, supercop eating sharks and plenty more...

For most people *Quazar* will present a wondrous challenge, but like *Gex* no doubt some puritan veterans will moan it's half the size of some obscure, banal-looking 8bit release. These people will be in the minority though, such is the sheer variety and ingenuity of the various levels. The ferocity of the arcade action, its pace and splendid humour are beyond compare. They don't make arcade games like this any more, even in the arcades. With no slowdown, superb SGI sprites and that magical ingredient that makes it unput-downable, this is quite unmissable. If anyone ever suggests that the 3DO hasn't got arcade, feel good games to rival other consoles, just sit them down in front of *Captain Quazar*. You'll never hear another word. Except, where's the sequel? ☐ mcw

**3DO Magazine rating: ★★★★★**



Top left, the fraught lava level. Above, a spice manufacturing plant packed with booty to collect. Left, rockets have been successfully torched before launch by Quazar and Pulzar. Below, a big problem.



Above, a spectacularly large chinned foe with a gun even bigger than yours gets too close for comfort in Ox's mansion. Below left, a planet being plundered. Lob a grenade and it's sorted...





# Panzer General

**Publisher:** Mindscape © 01444 246333 **Developer:** SSI **Save Game:** 4 SRAM slots **Price:** £39.99 **Available:** Now

**W**hile *Panzer General* does not actually include Auschwitz or Dachau, in a sense it doesn't have to. Modern warfare is in of itself a war against humanity. As an excellent strategy simulation, *Panzer General* soon makes this very clear. As you survey your first battleground, the strategic objectives are clear: cities. Modern military forces are incredibly mobile and difficult to pin down – except when defending strategic objectives. Cities are inevitably located on strategic crossroads and offer abundant resources for resupply in both material and men. In the game, they also rank second only to military fortifications for their defensive strength.

When the Russians launched their 'policing action' on Chechnya, Yeltsin assumed rolling some tanks through the streets of its capital, Grozny, would settle the conflict in days. Big mistake. In the ensuing debacle, one elite brigade – the 131st Maikop Motorised – was entirely wiped out and their corpses left to the dogs. Obviously, what the Russians should've done is 'neutralise' the objective first. SSI advise the ideal campaign should first bring in fighters to weaken entrenchments, followed by tactical bombers to take out enemy artillery. Tanks should then destroy opposing tank units, allowing the city to be encircled and artillery safely brought in to chew up city defences. Heavy bombers, by contrast, do not reduce enemy strength but the constant bombardment 'suppresses' their ability to counter-attack your forces.

This is pretty much exactly what the Russians did do and is why parts of Grozny now looks like a moonscape. On the anniversary of Hiroshima's obliteration, there's a tendency to trace such outrages back to May 31, 1915 when Zeppelin L38 bombed London and killed two young sisters. In fact, strategic bombing is only one piece of the totality of modern warfare. The concept of a just, almost civilised war had always been fragile and the lightening speed of tank warfare erased any notion of war being easily separated from the civilian population. This is best demon-

**On September 1st, 1939, Germany's war machine began a world masterclass on modern, industrialised warfare. Its strategy, tightly integrating ground and air forces, came breathtakingly close to achieving world domination. For strategy buffs, *Panzer General* offers the tantalising prospect of succeeding in capturing the world. And even novices will find its slick interface and intricate problems enthralling.**

strated in one of Germany's most dramatic military successes, fully recreated within *Panzer General*, where – in fast-moving, motorised forces ripped through France's 'impregnable' Maginot Line. The blitzkrieg, or lightening war, had arrived and with it total warfare.

#### Panzer

*General's* excellence comes through in its realistic modelling of this type of combat. Grainy FMV clips between levels and in-game windowed animations make for varied screenshots, but are distractions to the game's real appeal and soon turned off. While no strategy game as comprehensive as this is instantly addictive, the manual provides a thoughtful walkthrough of the first, utterly compelling scenario. The graphics may be bland, but they portray plenty of mind-tinglingly complex problems to work through.

Artillery moves much faster if stowed on trucks, but is then highly vulnerable to enemy attack so infantry and tanks must secure their route. You can also upgrade units or buy new ones with the prestige points you earn – over 350 unit types represent WWII's breathtaking advance in military technology, from Polish horse cavalry to Me262a jet-fighters. Moreover, you command the entire theatre – aircraft, motorised units, infantry even, occasionally ships – quite massive forces must be integrated into a tightly focused strategy.

In all, there are some 35 scenarios running from 1939 to 1945. You can either play them individu-



**An Me262a jet buzzes the White House. Plan your campaigns well, and you could be in America in 1945 – the last obstacle to world domination for the Third Reich. The ability to alter history is a powerful illustration of the thought which has gone into this product.**

ally, or as a massive campaign wherein a major victory gives you extra forces to carry into the next, linked scenario. Although Axis forces provide the narrative backbone, you can choose to play the game from the Allied force or, if you've got a like-minded mate, have a two player game with each player taking control of one side. Moreover, this is the full, uncompromised PC original. Screen resolution is lower, due to it being played on a TV not a monitor, but there's four levels of zoom to compensate and, unlike *Theme Park*, all the text is easily legible. Despite the game's complexity, compression techniques allow all the game data to be saved with no compromise for 3DO's limited save space other than in the number of save positions allowed – just one for the biggest, Berlin scenario.

This is undoubtedly a classic of its kind and the fact 3DO's first such game is the best of its type is great. For non-fans, the depth of gameplay and the richness of its detail can be surprisingly involving. If you've got plenty of spare time, this huge challenge will happily eat it all up. This is especially true of



#### Import Bug

If you've bought an import version you should be aware the first batch suffered a save game bug. Basically, the game only allows itself to be saved in the first four save slots. But perversely when you do save, it erases slots at the bottom. The game warns you of the slot it's deleting, but the flaw basically means you can only retain at most three save slots if you wish to keep saving *Panzer General*. SSI are aware of the problem and Mindscape have offered to swap any bugged versions for a new version if you call: © 01444 246333.





Above, the German invasion of Poland pitted tanks against horse-mounted cavalry. Unsurprisingly, the question in this first scenario is not whether you'll win - but at what speed and cost.



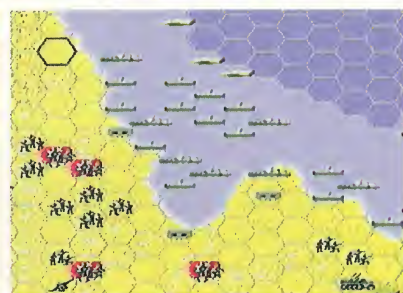
Above, the Germans finally get to invade Great Britain in operation Sealion Plus. This upgrade of the plan cancelled after the Battle of Britain has you rampaging up and down the country.

the big scenarios with dozens and dozens of units to position, refuel and monitor. Some hi-tech macro controls, grouping units, and a much more imaginative look would certainly be welcome. Or perhaps not...

When the evening news routinely runs blood-splattered footage from Sarajevo, the contrast between *Panzer General's* technocratic jargon and blood-soaked human consequences are queasily apparent. To avoid a political minefield, the game makes no mention of who the Panzer General serves in Berlin. This is a dubious decision, as is the refusal to tackle the disparity between 'suppression' and shrapnel scything through a Bosnian marketplace.

Videogames have always gloried in mindless violence, but this obviously isn't mindless and its systematic brutality parallels the mindset of the cold-blooded, destructive economics of early-Eighties Thatcherism. It's a calculating, anti-humanism and the utter lack of morality, while realistic, can make pondering its problems rather unappealing. □ ssw

3DO Magazine rating: ★★★★★



Above, England faces its darkest hour in this strategic map view.



According to Trip Hawkins, 3DO I was like this ambitious 1944 effort to end WWII early (left).





# Scramble Cobra

**Publisher:** Panasonic © 01344 853146 **Developer:** Genki **Save Game:** 3 SRAM slots **Price:** £39.99 **Available:** Soon

**A**fter *Tetsujin* and *Wacky Races*, you tend to approach Japanese releases rather warily unless an arcade conversion is involved. *Scramble Cobra's* FMV mission intros and a competent clone of the *Shock Wave* graphic engine don't, initially, raise expectations all that high. Yet the more you play, the more interesting the game becomes.

Rewind to the mission intros and you'll find a proper tactical briefing follows the FMV. While *Shock Wave's* missions aped a conventional shoot-'em-up, where the principal task is developing tactics for each new enemy (including end-level bosses), *Scramble Cobra* is more like a proper sim. Search and destroy missions allow you to plan your own route through, stopping at a resupply point along the way. More common, however are defensive missions.

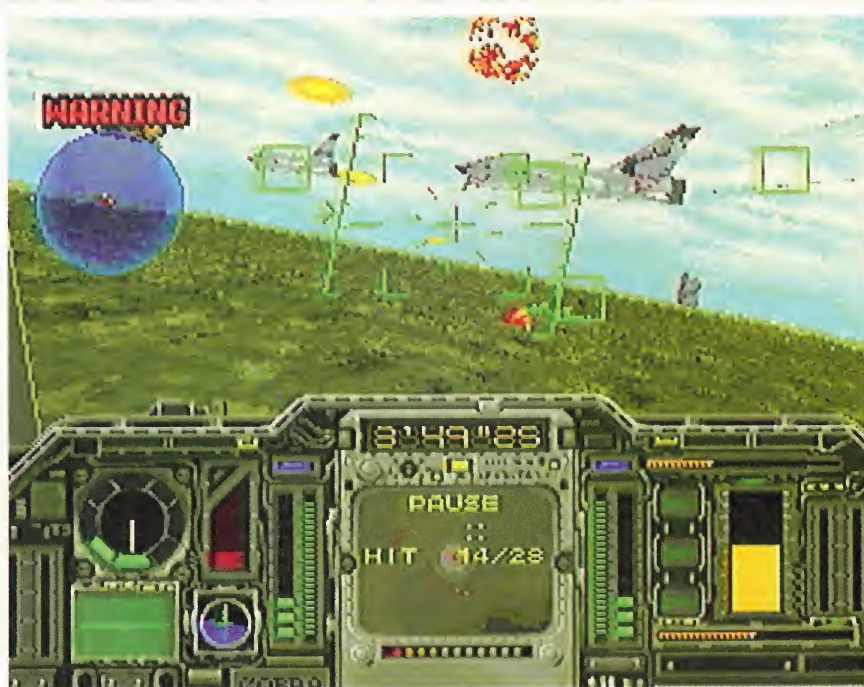
One has you escorting a military convoy through enemy territory. Again and again, you're torn between chasing down enemy vehicles and sticking close to the convoy. A further twist is a decoy convoy – which turns out to contain your vital supplies for re-arming and refuelling. What makes the game so compulsive is that when you die you always feel you should try different tactics, either for the mission or a new enemy type that's defeated you.

The graphics also grow on you as notice the fine detail. The sky is beautifully drawn, while the texturing of terrain and vehicles is excellent. Stuck in a defensive turn, I once had time to think how like an airbrushed painting the game looked. White shark-nosed fighters and solid, gray homing missiles seemed quite stunning as they whipped

**While joypad play is fine, with four different options to choose from, the Flightstick Pro unsurprisingly provides the best experience in this fun air combat game.**



**When Heuys started going down over Vietnam, the US Army demanded the world's first helicopter gunship. The same big powertrain as a Heuy, but dropped inside a shark-like body with gun turret and stubby, missile-draped wings. Thirty years on, the HeuyCobra is still an awesome piece of kit...**



past. Realistic camouflage furthers the overall sense of realism, while an excellent HUD display usefully and excitingly picks up each target with zooming, glowing icons.

While the game is hardly a proper sim, the various elements gel perfectly to create an entirely believable alternate world. Like VR

*Stalker*, there are

no chaff or flares to distract homing missiles.

Unlike VR

*Stalker*, you have confidence in being able to manoeuvre

(even reverse), to evade

or destroy them. There's some great detail in how fuel-exhausted missiles don't disappear or simply blow up, but dip and fall to ground. The plumes of fire which shoot out of destroyed vehicles, preferably in multiple

**A pair of Crusaders streak by as you bank around in unrealistic, but highly entertaining copter vs jets dogfighting.**

missile strikes, is highly satisfying while the fire streaked smoke which pours over you cockpit after a hit is disconcertingly realistic. Defending a military building in Cliff Keep is a perfect set-

piece, with Crusader jets streaking in from all directions before loosing off missiles and then banking away. It's fun when you notice you can actually shoot air-to-ground missiles out of the sky, if your reactions are sharp enough, but then you realise you have to do that to survive...

There are twelve missions in all

and, on easy setting admittedly, it doesn't

take that long to get through them. Aside from night and desert missions, there isn't much graphic variety either. Nevertheless, while it lasts this is a fun and intriguing game which makes your head work as much as your trigger finger. □ ssw

**3DO Magazine rating: ★★**





Above, green HUD squares and plumes of fire mark enemy forces in this unsuccessful ambush of an allied convoy. Below, an enemy gunship in a polar zone. If you fail to take it out early it'll get on your tail.



Right, a gunship goes down in flames while below a Vought Crusader attacks head-on! Later on, there are Northrop F-5 and Mirage fighters. Below, night-time action is a demanding test of your reflexes. Listen to the general, bottom, as his briefings contain vital tactical information.



Above, an enemy cruiser takes a direct hit but your copter is about to go down with smoke blowing over the cockpit. On the left, a real hot zone with enemy fighters all over the place as an aircraft carrier is partially obscured by the smoke from your homing missile.





# Trip'D

Publisher: Panasonic © 01344 853416 Developer: Warp Save Game: N/A Price: £39.99 Available: Now

**W**hile the manual pokes fun at stereotypical, Western attitudes to Japan with the programmers claiming geisha, samurai and so forth as parents, Warp's own attitude to the West is itself rather off-beam. The English title serves as an amusing enough tribute to 3DO's founder, but the new, 'Westernised' graphics are a disaster. On one screen, time is marked by the grotesque pulsing of an humanoid's head. On another screen, losing brings up a skull which promptly ejects its eyeballs on bloody stalks. Hence the absurdity of a 12-rating in the US for a *Tetris*-variant. The best you can say about the new graphics is that they're mostly marginal to gameplay and you soon learn to ignore them.

Also best ignored is the scenario which attempts the always foolhardy task of grafting some kind of plot on to a *Tetris* clone. 'Funky creatures have travelled back in time from another galaxy. They may seem cute, but look out – the Deow'Nz are dangerous!' They're also the principal innovation in this riff on the classic Russian game.

Whenever you clump together four like-coloured tiles in a square, they don't disappear but transform into Deow'Nz. These monster tiles vary in type according to the colour of the tiles and can only be destroyed when you cause an identically-coloured line to disappear. As the Deow'Nz disappear, an action is triggered. The common green

**The Professor, below, is the toughest opponent, but even he can be beaten without much practice.**



**After creating 3DO's most chilling adventure with *D*, Tokyo's Warp studios have now produced the system's first *Tetris* clone. Unsurprisingly, it's one of the most imaginative and playable variants ever, despite some unpleasant graphics...**

tiles, for example, create a Citr'n which, when destroyed, causes a layer of mismatched tiles to fall down on you – not good. Gray tiles, by contrast, create a Hawk'n which in single-player mode wipe out an additional 12 tiles when destroyed. Better yet, in two-player mode the Hawk'n causes an annoying Citr'n to appear on your opponent's screen!

Two-player *Tetris* was, if anything, even more addictive than one-player with your destroyed lines appearing on your opponent's screen. *Trip'D* doesn't have that relentless simplicity. The Special Tile system is more rarely activated, however the tactical possibilities are obviously far richer. And, more importantly, the squeals caused when Mart'n suddenly makes two layers of tiles fall on your opponent is tremendous. Game designers the world over will be dismayed to learn that while we've been gobsmacked by FIFA's TV-like graphics, enraptured by the gore of *Samurai Shodown*, there's never been a game which has got us quite so addicted as two-player *Trip'D*. The one-more-go syndrome is immense. This time, you'll get your revenge and show that smug so-and-so who's boss.

If two-player mode is arguably one of the best in a *Tetris* variant, conventional one-player mode ranks among the worst. While *Tetris*' speed builds constantly, whenever *Trip'D* gets fast you invariably finish a level – resetting the speed and losing a layer of tiles in the process. I played to level 22 before giving up in boredom, only to discover there's no high score method nor, for that matter, a skill setting or quit option other than the off switch.

Fortunately, there is an option to play the two-player mode against the computer, with eight 'opponents' ranging from the Activist (dumbest) to the Professor (smartest). The latter provides a particularly impressive lesson in the use of Deow'Nz, never using one when a deftly timed two or even



**Although in-game music is banal, an entertaining Trip'Dance option allows you to create your own music with each button triggering a sound effect co-ordinated with rave-type images. Truly compelling...**

three can put you in real trouble! He provides a reasonable, if not awesome level of challenge. Unfortunately, although all the characters have pictures in the stylish selection window, they don't actually appear either in-game or at the end. This decreases the satisfaction of winning, especially if after a long match you're unsure if you really did select the hardest character. There's no way of telling, especially as victory doesn't move you on to the next character nor even a high score – merely offering you a rematch against your current opponent.

Overall, *Trip'd* is an odd mix of the excellent and the sloppy. The basic innovation of the Deow'Nz is great and gives the basic *Tetris* engine a far more competitive, tactical edge. Unfortunately, the structure for solo play is sloppy and the colourful graphics marred by unnecessarily gruesome images. The lack of varied backdrops is lazy, while in-game sonics consist of good sound effects and a banal synthbop tune. At a budget price these shortcomings would be bearable, especially with that excellent two-player mode. At full price, however, its appeal is more questionable. □ ssw

**3DO Magazine rating: ★★★**



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# Lost Eden

**Publisher:** Virgin © 0171 9602255 **Developer:** Cryo **Save Game:** 3 SRAM slots **Price:** £34.99 **Available:** Now

**F**or companies renowned for their stunning visuals, CD-ROM technology was always going to be irresistible. 650MB of storage space means the quality of art previously limited to brief intros and title screens could be extended throughout entire games. Just like their British equivalent, Psygnosis, Cryo first set about cloning Laserdisc coin-ops like *Firefox*, but unsurprisingly, neither *Microcosm* nor *MegaRace* were great successes – other than visually. However Cryo also set about using CD technology for adventures...

*Lost Eden* on the PC was the first fruit of that project, with *Dragon Lore* and *Revenge* to follow. Early screenshots caused just as much of a sensation as its arcade-oriented predecessors. With Jurassic Park fever only just abating, yet more computer generated dinos seemed the very acme of cutting edge gaming. And, once again, Cryo made sure to incorporate a novel storyline.

Originally titled *Saurus*, the name changed to reflect the concept of an alternate, 'lost eden' where man and dinosaur co-exist. During your great grandfather's time they actually co-operated – your forebear was known as the Architect for the enormous citadels he constructed using human and dinosaur labour. Sadly, his own son came to be known as the Enslaver for his less constructive, more power-hungry ambitions. His drive for supremacy saw all but one of the citadels destroyed...

Prince Adam is the Architect's great grandson, but his knowledge is presumed lost and your father is adamant you must remain safe inside Mo, the last citadel. The story starts with Eloi, a pterodactyl adviser, recounting Adam's coming of age as the beginning of a great adventure pitting Adam against the evil Tyran, led by Moorkus Rex. The

**Don't worry, he's on your side!**



**From *Captain Blood* to *Revenge*, the people behind Cryo have carved an enviable reputation for their innovation and visual artistry. In 1994, their dino-themed adventure enjoyed expansive, screenshot-heavy previews as part of the exciting new wave of CD-ROM only products. A year on, does the reality match up to the hype?**

elderly Eloi then reappears from time to time, commenting on various gaming milestones, an appropriate framing of an adventure which is, ultimately, as pre-ordained as any ancient folk tale.

The game's visuals are split between basically static, minimally animated talking heads and pre-rendered 3D Studio sequences. Typically, you'll arrive in a new location and begin exploring. Onscreen icons let you move between locations, often represented by static landscapes. If you happen upon some dinosaurs or a human tribe, an animation sequence will be triggered. Then you get to 'talk' – which largely consists of being updated on the plot, getting advice and, crucially, trading or using various objects discovered during your explorations. At this level, *Lost Eden* is at its most vulnerable. The adventuring is fairly basic, with an awful lot of backtracking to previous locations to try out some new object in combination with an old location or character. While some of the puzzles are quite neat, and there's a fair few plot twists, overall gameplay lacks the sophistication to obscure what is a pretty slow-paced experience.

More surprisingly, graphics which caused jaws to drop only last year now seem rather dated. While many of the pre-rendered animations are excellent and the FMV encoding is fine, they lack the vividness of more recent work such as *Phoenix 3* or *D*. The static talking heads have fared even worse, looking painfully dated compared to a



**As you progress through the game, you not only collect objects but helpful characters too. You can ask their advice by clicking on them, while clicking on Prince Adam himself brings up the game save options.**

real-life Mark Hamill in *Wing Commander III*.

Probably the most painful comparison is Panasonic's *Daedalus Encounter*, which superbly mixes vividly drawn CGI sets with real life actors.

*Lost Eden* still looks attractive, of course, and the soundtrack is often excellent with one track sounding akin to Enigma's recent hit. The control interface is well thought-out with optional captions meaning you can bypass listening to long setpieces, quickly moving on to the next scene.

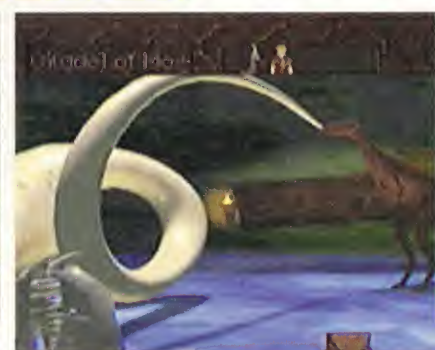
The learning curve is nicely judged, unlike *Kingdoms*, and mostly avoids sudden-death syndrome. Best of all, Virgin have taken advantage of 3DO's low royalty structure to offer this – like *Cannon Fodder* – at a very reasonable £34.99. If you fancy a stylish, imaginatively presented little adventure this certainly fits the bill and might suit younger players particularly well. □ ssw

**3DO Magazine rating: ★★★**

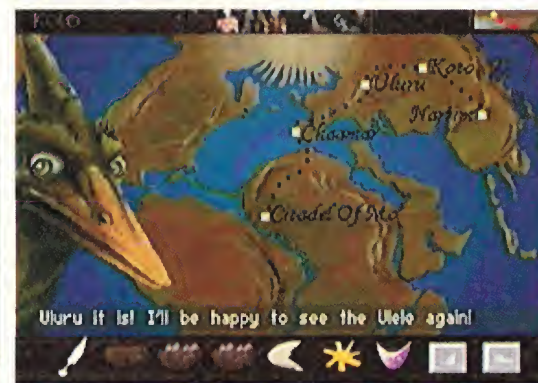




Unsurprisingly, T-Rex dinos serve as the game's villains led by Morkus Rex (right). Skilful diplomacy (left) can bring the various tribes together with friendly dinosaurs so that new citadels can be built (below, right).



In the depths of Citadel Mo, an iguandon blows on a horn (above right), surrounded on all sides by giant friezes relating how the great Architect built the Citadels. Below, a keeper of many secrets but his mind has been destroyed by the memory of his foul crimes...



This tribe leader, above, may be miserable due to the task ahead, or perhaps it's because all tribes are single sex to save work for the graphic artists!



# Ballz

## The Director's Cut

Publisher: BMG © 01753 549442 Developer: P. F. Magic Save Game: No Price: £39.99 Available: Now

**A**nd lurid it is. The fighters you battle with aren't digitised sprites nor blocky *Virtua Fighter* clones, but free-floating balls. The stripping down of surface details – replacing hundreds or thousands of polygons with a few brightly coloured balls – gave the Mega Drive its only 3D beat-'em-up. On 3DO, the same techniques mean characters move at lightening speed, morphing, bouncing, scaling impressively as they walk toward you or scuttle back into the screen. This buoyant sense of freedom makes *Ballz* immediate fun, but that's only part of its appeal.

Whereas *Virtua Fighter 2* and *Foes Of Ali* use high quality texture maps to make characters look believable, *Ballz* humanises its fighters with wild and bizarre animation. A lot of effort has been spent imbuing these 'odd-balls' with personality, 'metaphysical manifestations of human neuroses' is what the manuals says. But after a few minutes play you know what they mean – they may not be human but they've got plenty of human character.

KGB agent Divine, for example, enjoys ballet dancing as a hobby. She execute perfect pirouettes when the action palls, sailing across the arena with her nose in the air. But get too close and she'll grab your head and knee you in the groin. Her speciality, the bump 'n grind, may sound fun but this close quarter roughing up drains energy just as fast. And if you really get on her wrong side, she'll fling you over her knee and spank you! Even her taunt is hilarious, as she spins her rump around and waggles it provocatively, laughter is inevitable.

Boomer is another immediate hit, a deranged clown who juggles with his own body parts and tumbles to the floor laughing when left alone. His favourite special moves are throwing his own head at you and self destructing in close proximity – stunning you with his exploding limbs. The enormous variety of moves and jokes is made feasible by the construction of the characters, their relative simplicity allowing for truly extraordinary interaction that would be impossible with traditional sprites. Moreover, unlike *Virtua Fighter* the characters aren't confined to a 2D plane of action. Characters can rotate around each other, attacking from any angle as they stretch, spin and morph...

Alongside this originality, P.F. Magic have retained many conventional beat-'em-up trappings. Taunts and mercy pleadings are borrowed from *Mortal Kombat* – begging allowing you to build up energy when fatigued, while taunting increases attack damage. Each character has suitably amusing variations, from pathetic crawling and whining to explicit threats and challenges. These are further

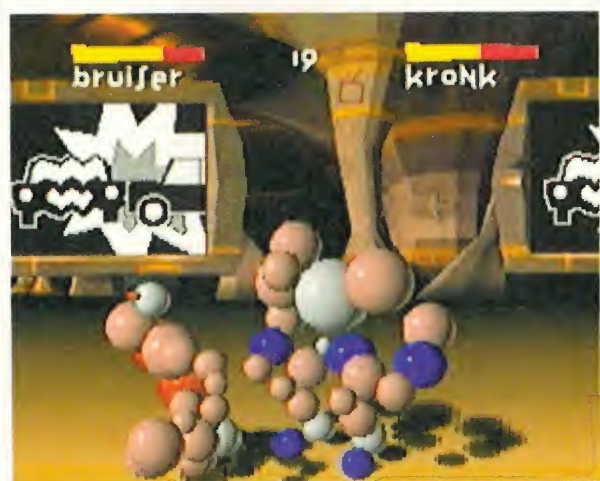
***Ballz* enjoyed considerable success in its 8-bit incarnation, its schoolboy humour, hilarious collection of special moves and genuinely bizarre visual hook winning a cult following. Whilst 3DO owners proud of their arcade perfect *SSFII* may be wary of a novelty beat-'em-up, *Ballz* has plenty to offer, with some good gameplay elements hidden beneath its lurid appearance.**

emphasised by graphic blipverts on the video boards surrounding the arena – raised third fingers, gory impalings and so forth add to the comic atmosphere.

Another beat-'em-up staple, the boss character, is similarly rejuvenated with P.F. Magic humour. Play in one-player mode and you can duke it out with a boxing kangaroo, a gigantic scorpion and even a gargantuan tyrannosaurus rex which picks you up in its mouth and tosses your fighter about like a toy. Much like *Way of The Warrior*, *Ballz* has designed many of the boss characters to be many times larger than yourself – for T-Wrecks (groan!), it actually shrinks your fighter to make the scale even more impressive – but the simplistic nature of the characters means that this manipulation works fine.

The bosses' ability to morph into different creatures means that a lot of effort is required to discover their respective weakness. A free play option lets you practice against all the baddies and bosses – a wonderful collection of characters. Watching the screen rotate around your victorious blob, juggling the scattered balls of your opponent and making rude noises is most satisfying.

It's the genre favourite however, those beloved special moves, that P.F. Magic have paid most attention to. There's an enormous array of innovative, rude, funny and violent moves available. Combining button presses, you can pull off blocks, self explosions and cyclone attacks, as well as the large variety of special moves unique to each character, from spitting balls of phlegm (Yoko the Monkey) to squishing your opponent into a ball and clubbing him out of the arena (Kronk's exceptionally enjoyable speciality). Whilst many are detailed in the manual, there's plenty of surprise ones to find. It's the wide variety of obscene and funny stunts, such as the preposterously amusing



stun fart, that makes *Ballz* such exceptionally good fun.

Over the longer term the game's appeal is less certain. While the 3D is great fun, it lacks the clinical, pixel perfect interaction offered by *SSFII*. Although the 3D arena provides some variety, it isn't entirely successfully. The lack of floor detail damages the sense of perspective, and you can find yourself chasing each other in circles or getting locked in 'corners'.

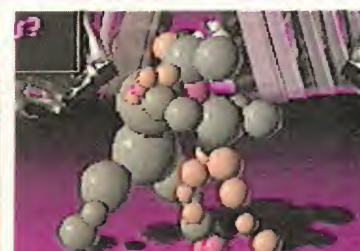
This is a great novelty title offering plenty of laughs then, but it can't rival *SSFII*'s finely tuned gameplay. It's also disappointing that P.F. Magic haven't utilised the 3DO's superior capabilities to truly justify the jocular Director's Cut label. The video boards are a touch more risqué, and the graphics and sonics more polished, but there isn't much to distinguish this from its 8-bit parent. For such a great party game, a three or four player option would have been excellent, or even, perhaps, the ability to create your own characters from the simple building blocks. But players in touch with their childish origins (such as Chris Evans fans) will enjoy *Ballz* for a while, and junior gamers in particular should relish the churlish humour. □ mcw

**3DO Magazine rating: ★★★**





Above, a stun fart from the foul Yoko sends Tsumini reeling. Below, twin Kronks develop an intimate style of GBH, whilst below again, Boomer the clown celebrates another victorious round...



Some of the more 'alternative' special moves, from top: Kronk straddles T-Wreck's head and bashes it, Boomer rolls his cannonball head at Divine, Divine bump 'n grind's Crusher and bottom, spansk a lucky enemy.

Left, Crusher taunts the befuddled Kronk with a charge. Above, Crusher and Divine get some close quarter combat. Neither want to break it up.



# Kingdom

The Far Reaches

Publisher: Interplay © 01235 821666 Developer: Virtual Image Productions Save Game: Yes Price: £39.99 Available: Now

**A**nyone who's seen The Legend Of Zelda cartoon series on TV will immediately feel at home with this title. *Kingdom's* visual style is very familiar, with ye olde villages and mist swathed swamps populated by wizards, sorcerers and serfs, making the lands of *Kingdom* an immediately familiar environment. The storyline, with shades of Tolkien and Star Wars, is also instantly recognisable.

You take the part of Lathan, a *Zeldaesque* apprentice of magic and adventure, who, with the guidance of a wizened magician, must visit the five domains of the *Kingdom* world in search of five relics. When combined, these should provide the power to defeat the evil Wizard Torlock, who's over-run the once peaceful utopia of your childhood. The *Lord Of The Rings* inspired intro cartoon footage is some of the best in the game, with black clad horseman (tastefully) butchering the locals – a degree of violent excitement sadly lacking from the game proper.

The basic format is very similar to the Don Bluth interactive cartoons, with short sections of FMV action linking together the points where you get to interact with the title. Here, however, there are fewer 'arcade' scenes requiring quick reflexes. Instead, each location spools a short amount of dialogue or action and then freezes, so you can either replay the vignette, or use a cursor to point to prospective locations or objects you might pick up. At the side of the action window, a pouch is shown, and selecting a weapon or spell from here and activating it – in the correct location – results in the action rolling into another sequence.

The pace is very different to a Bluth title then, with a much more lethargic, wandering feel. The elderly magician basically acts as an option guide, fulfilling a similar role to the wizened cowboy in

**While *DeathKeep* and *Space Hulk* have given arcade visuals to RPG gameplay, permanently smudging the edges of different genres, *Kingdoms* offers a very different hybrid. A combination of languid, junior level adventuring and '80s Laserdisc coin-op technology seems a distinctly retrograde step for the 3DO...**

*Mad Dog McCree*, telling you where you can go but also preparing potions essential for later sections of the game. Nevertheless, just like *Dragon's Lair* it's difficult to progress until you see the new set of footage and learn how to react via trial and error.

*Kingdoms* is actually worse with many locations resulting in instant death unless you go there equipped with the necessary potions.

This sudden death device seems to be a crude effort to disguise the small scale of the adventure though, since not only is *Kingdom* pretty short on locations, its puzzles are ridiculously easy – one for junior adventurers only.

However, this random death element rather sabotages even this, minority audience, as youngsters are as likely as adults to blanch at outright unfairness. Such unreasonable depletion of lives would be unacceptable in an arcade game, so why should an RPG adventure allow them?

Overall, *Kingdoms* is seriously flawed. The ability to travel to any location at will is a good enough idea, theoretically avoiding the linear progress of titles such as *Space Ace* and *Dragon's Lair*, but because the adventure itself relies on specific puzzles being solved in a linear order, the premise of free movement is dashed. The sudden death syndrome seems a brutal way of forcing you down the correct game path. Sure, you can make notes of which places are 'no-win' zones, but inevitably, they must be visited occasionally to check whether you're allowed there yet or not. Solving the simplis-



**Many of the characters have such exaggerated vocal mannerisms, that you have to re-play their section of footage to catch what was said.**

tic puzzles (wave a spell of sight over a blind man to gain further spells) does produce some pleasure, particularly when an extravagant animation is the reward, but the stop/start nature of play is much more noticeable than arcade style interactive cartoons, where at least the action never lets up. The fact that each location usually has just one 'scene' or path cripples any sense of real exploration – basically you're just visiting lots of tiny adventures.

The flawed structure is matched by some major FMV coding disasters. The animation quality is, in itself, pretty good, lacking the dynamism of Don Bluth titles, but still featuring some nice art with impressive switches of scale and depth. Unfortunately, poor encoding means fast action scenes get horribly broken up. If this was live action footage, the poor coding might not be so noticeable, but with subtly coloured, cartoon animation, break-up is horribly obvious. Since it's pretty much a children's title, this lazy attitude is even more shameful, and with so many problems in the game engine itself, poorly programmed visuals really are the final insult and should guarantee a swift demise for this title in retail. □ mcw

**3DO Magazine rating: ★★**







Above, death lurks everywhere in this game, as dictated by evil Wizard Torlock, below.



Gifts beget gifts in *Kingdom*. Almost everyone will provide you with valuable spells or objects to further your request in return for gifts you've received elsewhere. This exposes the game's linear path, and makes play tedious as you memorise sequences.



The various characters in *Kingdom* are well realised and it's easy to spot who's going to lend a hand to your quest and who isn't. As the shot below shows, however, the small FMV window diminishes the overall impact, and makes the poor coding even more surprising (and less forgivable). The map, left, suggests a vast area to explore, but is sadly misleading...





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# Icebreaker

Publisher: Panasonic © 01344 853146 Developer: Magnet Interactive Studios Save Game: 1 SRAM slots Price: £39.99 Available: Now

**T**oday, of course, you can make a game look like a Hollywood blockbuster and sell trillions— for a price — so don't take any risks over original gameplay.

Sequels, conversions and licenses dominate. Most are great fun to play, but a certain edge seems lost...

All of which isn't to say *Icebreaker* is a mid-Eighties throwback which looks awful, but plays great. *Icebreaker* actually looks pretty smart. But rather than spend months working up some 3D, texture-mapped blast-'em-up which takes a great screenshot, Magnet have done something very different. They've chosen to concentrate on taking a novel, simple game idea and stretching it about as far as you could imagine, in terms of visuals, audio and, most of all, gameplay.

The plot is simple: 'Pyramids are bad. They are evil and nasty.' To clear a level you must destroy every single one of them. Your craft, suspiciously like a pyramid on its side, has no power-ups or shields or homing missiles. It has a laser and that's it. Pyramids, by contrast, are a much more varied and interesting bunch. There are six types including Purples (which leave a pit behind when shot), Zombies (slow-moving marsh lovers) and Rainbows (which don't decide which pyramid they are until hit). All of these are, reassuringly, quite immobile. Seekers, unfortunately, aren't.

Seekers range from 'dumb as donuts' yellow — which happily march into pits and are easily

**Gamers today? Pah, bunch of namby-pamby wimps. I remember the days when games were a real challenge. One mistake and you were dead. None of this five or ten levels business either, but 150 levels ranging from the tough to the fiendishly insane. Those were the days...**

jammed behind obstacles — to Limeys which avoid both. Then there's Chameleons which act like harmless Greens until you get close, then leap out at you. There are eight Seeker types, the toughest being the Meanies — which are slow but smart, and split in two when shot!

Seekers are useful for marching through otherwise indestructible Green pyramids but, principally, they're a menace. And just as in *Burgertime*, killing the nasties only sends them back to their start positions. Seekers are what makes a rather esoteric, laborious puzzle game into a shoot-'em-up which can rival *Defender* for intensity.

Unlike *Defender*, this was developed for a 3DO and the graphics let you know it with some amazing attention to detail. Seekers do not slide toward you, they tip-toe. The animation imbues them with real character and humour. All of the various pyramids have their own death sequences, beautifully detailed, and the sound effects are even better. The screams of slowly falling Seekers lured into a pit is just one of the most obvious gags which make *Icebreakers* a surprisingly funny experience.

There are also no less than 18 background tracks, ranging from the Soul2Soul-like 'Seventies' to the oddball 'Quack'. Most aren't that long and

**SGI animations (above right) not only make for a nifty opening, but run through the game serving as introductions for new hazards. Ice levels, top left, causes plenty of errors, the rear of your craft spinning out and sliding you into lethal reds. Frustrating! Left, panic stricken drama caught between slime and a hard place, with plenty of enemies queuing to send your angelic spirit skyward.**



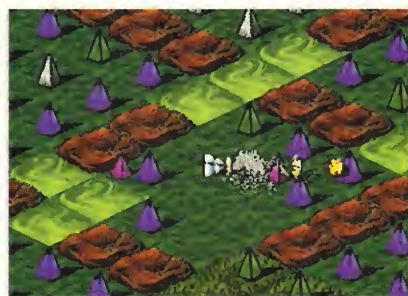
**On Insane level, the action is nightmarish, with splitting Meanies and dumb but persistent Yellows overpowering through sheer numbers. The slime at the perimeter offers instant death. The simple graphics are beautifully animated.**

share a similar, jazzy synth feel but they fit in well with the designer look and further the cool, slick atmosphere. The relaxing tunes come in handy when you've just died again.

While most modern games ease you into the action with powerful shields, *Icebreaker* doesn't. If you lightly brush against a Red, gently touch the side of a pit or let any Seeker touch you, the result is the same: game over. You can play any of the 150 levels in whatever order you like, but each and

every level only gives you a single life to complete it. This can take some getting used to. Some people will hate that, while the subtle graphics and less than smooth scroll will give them more ammunition for hating it. Others, however, will love the incredible attention to detail, the breathtaking variety and sheer challenge. In short, only real gamers need apply... □ ssw

**3DO Magazine rating: ★★★★★**





# BattleSport

**Publisher:** Studio 3DO © TBA **Developer:** Cyclone Studios **Save Game:** 3 SRAM slots **Price:** £39.99 **Available:** Now

**A**s promised by Cyclone Studios, *BattleSport* has had a radical reworking since the fabulous preview version we raved over in 3DO•5. At that stage, the basics of the game were in full working order, and *BattleSport* was a furiously compelling *BallBlazer* riff, with simplistic arenas but enough rapid-fire action to be the best two player action around. However, alongside visual refinements, including more texture maps, floating scoreboards, billboards and ground details to increase the sense of (high) speed, *BattleSport* has been crammed with many game features that make it even more furiously addictive.

Perhaps the most important difference is the increased architecture of the many arenas. Whilst early ones are still fairly barren, get further into the game and you'll find most are crammed with speed humps, small towers and ramps, so that it becomes pretty much impossible to mindlessly speed across the play area. Initially this is disappointing, as play seems significantly slower, but a number of advantages soon became apparent. Firstly, it's now possible to hide. Sure, your opponent's scanner can pinpoint you, but if you're hoarding the ball or just desperate for respite, dark, cluttered corners can be navigated to provide refuge. Also, the increased clutter of the levels has made the 'jump' feature much more important to success. You can retain full speed whizzing around the play area if you accurately jump obstacles, but this takes a lot of practice if you're to get to grips with the characteristics of each tank available. Faster, lighter tanks obviously have an advantage over fat, slowboat warships, but are prone to more disorientating spin outs. Take a speed ramp too fast whilst on a back heavy curve, and your rear end will spin around mid air, throwing you anywhere but where you intended to be. This forces you to travel at a speed you're capable of controlling, and novices are easily blasted due to poor manoeuvring and spin outs.

More than ever, *BattleSport* is now a game demanding serious tactics. The curve of ability between the many tanks available (supertanks can be bought later on) is much greater, and the most immediate decision to make is whether to be fast and weak or slow and apocalyptic. Then it's power ups. As well as an initial bundle of dosh, more money can be collected on each level to buy upgrades and special weapons. These range from predictable speed-ups and double damage weapons, to ECM jammers, advanced targeting systems (such as homing missiles), decoy goals to

**Pre-production versions of *BattleSport* have been wowing gamers across the world for months, with excited reactions at 3DO Road shows. Now the game is here, and Cyclone have lived up to the clamour of expectation with a blistering game guaranteed to impress and seduce for a long time to come...**

fool your opponent, fumble protection locks to make your ship 'hold' the ball more firmly... there's so many it's initially frustrating that you can't afford them all, but you soon learn which are entertaining novelty weapons and which will radically assist your own, individual style of play.

Another new feature on many levels is a 'Shot Clock' – a time limit on how long you can hold onto the ball before shooting. This accelerates the excitement, as it makes 'goal keeping' duties for the opponent much more important. It's essential to get to the goal and defend, hoping either to clip the attacker and send the ball loose, or, ideally, catch the ball yourself. If you've got an invisibility power up, this glorious scenario is even more attainable, and if pulled off in the two player game, it's difficult to avoid punch ups when you've stolen and scored in a flash. However, since some levels feature cubed goals with four entry points, defending can be miserably difficult, and the ultimate humiliation has to be defending a decoy goal. It's a good job those 3DO pads have such long leads...

If you can't pull off a shot in the 30 second time limit, the ball is thrown back across the arena, and it's off on the hunt again. At first, both players rush madly after it, getting in each other's way and blasting chunks out of each other, but wiser strategies soon become apparent. One player may stalk the other, following it to the ball before blasting them in the rear and retrieving the prize yourself, hopefully scoring in the four second period the



**All out, face to face blasting. Neither player has the ball, but both are killing time by killing each other. watching your opponent explode into chunks of metal is intensely satisfying, giving you a few free seconds without hassle.**

other player is immobilised for (which increases the more times he's destroyed). A slower, heavily armoured ship may decide to hide near the goal, keeping an eye on the scanner for the enemy's cautious attack, then sidle out, guns blaring for a quick kill. Less well armoured ships must take every opportunity to weaken the enemy gradually, so that at the crucial face-off, a quick flurry of shots will eliminate the weaponry advantage of the bigger foe. And obviously, faster lighter ships can jump and speed out of trouble a lot easier, frantically scouring the arena for powerups to redress the balance.

Perhaps the most difficult aspect to master is scoring itself. If you're dead still, with the goal ahead, success is guaranteed, but since most goal attempts are frenzied, high speed attacks delivered whilst being fired upon or barged, it's essential to learn the physics of the game. The direction the ball shoots in is determined by the speed and angle of your ship. If you attack the goal with a wide, fast semi-circle, the ball will veer off on the same trajectory as your craft, wrapping around past the

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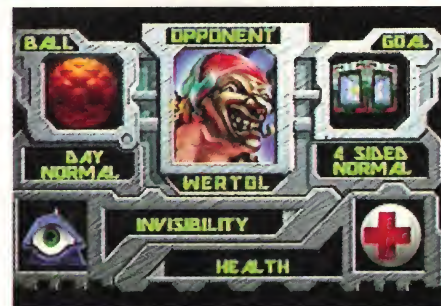
Right, Stu has the ball but the Wertol is coming in to defend the four sided goal. This shows the POV player at the peak of a leap, hoping to avoid laser fire and leapfrog the defender. Can he catch up on that two goal lead? Below, a particularly gorgeous enemy craft. It's painful to blast them.



Above right. The sublime elegance of the battling craft. Right, time to admire the not too subliminal advertising whilst collecting the ball. Far right, ripping the enemy with fire, chunks of his craft fly into the air. Below that, a night time match, and the ball is shooting for the goal with no one available to defend. Below right, a pre-match summary of conditions and objectives. Invisibility is the most enjoyable common power-up to collect, letting you get right in close (bottom right).

goal and back into play. Approach at an angle but accidentally applying aftertouch to your shot (by pressing on the directional pad) and again, the ball will rocket wide of the mark. Whilst initially, this can make for long, or low scoring matches (bouts can be time or goal based in length), it's the player who learns the sensitive physics of ball control in *BattleSport* that will emerge as the victor.

The one player tournament mode offers a massive challenge, with ten opponents (plus a few secret ones), 50 odd arenas (plus plenty of secret ones) and saved player stats for building arsenals. The different attack styles of the computer opponents is incredible, they each have their own personality and tactical approach with the later ones being unbelievably ferocious. But it's the two-player mode that offers the most fun, obviously, with a level of intimate violence and interaction unparalleled. The newly enhanced graphics feature poster placards, day, night and fog levels, explosive SFX and audio tracks and a suitably futuristic front end. Just before going to print, we discovered that Cyclone are still adding touches to the game, refining the cockpit display because, even as shipping day looms, Cyclone Studios are still refining this



eagerly awaited product to ensure perfection.

In short, *BattleSport* is a game that demands attention and rewards with the most essential two-player game on any system around. There's just so much fun to be had, it's impossible to turn the thing off, and since there's always a loser, no-one's going to stop playing when they've just been blasted to bits and lost 5-1. Get this game and get real, then dream of the M2 sequel... □ mcw

3DO Magazine rating: ★★★★★





# Mazer

**Publisher:** American Laser Games © TBA **Developer:** ALG **Save Game:** No **Price:** £TBA **Available:** TBA

**W**atch someone else play *Mazer* and you can see what the developers dreamt of. Rather than cute cartoony sprites, digitised actors and CGI-rendered enemies. Rather than a fixed perspective, a shifting view which zooms in or out to keep track of two-player action. Rather than a slideshow of cartoony graphics, an epic FMV intro...

Once the intro fades, you're given a choice of four characters for a one or two-player game. The game itself is split into eight main locations, doubled to sixteen via limited reworking. There's also a bonus game where players can earn power-ups by running about a somewhat maze-like level for a few seconds. Get to the exit before time runs out and the power-ups are kept. Fail, and they're lost. The final level is a confrontation with the maker of the cyborgs.

**Whilst early end-level bosses are pretty dire, persevere and some more interesting foes appear, like this T2/Alien hybrid, below. Whatever the opponent, however, sludgy controls and tiny arenas diminish the fun drastically. You just can't take it seriously...**



**Alien invades have – at last! – invaded Earth. They're called the Semag-Resal and their military bases are secretly working on human cyborgs to wipe out any resistance such as, uh, you. Can you defeat the aliens and free their human guinea pigs?**

In-game there are a host of special effects, a turbo-run feature is particularly neat with the character leaving behind fading, semi-transparent duplicates of himself as he runs. There's also a fairly decent rock guitar soundtrack under the crunching sound effects.

The problem with *Mazer* is, simply, gameplay. One of the main attractions of *Gauntlet* games is the huge sprawling mazes which players can enjoy exploring. *Mazer's* title suggests the developers once knew this, but as the main levels in *Mazer* consist of a single room with a few, destructible walls it seems funds ran out before they could implement it. Inside *Mazer's* claustrophobically small levels, combat is fast and frantic – but not fun.

The complexity of the characters, their sheer size and, of course, the radical scaling of the perspective makes figuring out what on earth's happening incredibly confusing. After a while you gain a semi-instinctive grasp of how to play, but it's never remotely enjoyable. In a game like *Smash TV*, the sprites may be tiny but you can clearly and precisely see how you managed to avoid that bullet by the barest pixel. In *Mazer*, the graphics are too confusing for that sort of pleasure. The Volcano level



**Claustrophobia is guaranteed in *Mazer*, which, in moments of doubt over concept, appears to have aspired to the maxim of total overkill – masses of baddies, explosions, 'action' and no time to think about the cod gameplay. Attractive SGI sequences (left) don't help much.**

is some kind of monument to this folly of art-led game design. At a distance it looks great. Focus in during gameplay and the brash graphics merge together into a Rorschach inkblot test. If you concentrate, you can win through – but it's an ordeal rather than a pleasure.

Time after time, people who'd been stopped in their tracks by *Mazer's* visuals would wander away in utter disappointment after playing it. "I hope you give it a really stinging review," was one of the more printable comments. □ ssw

**3DO Magazine rating: ★**





# 3DO

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# Sex Machine

## FMV erotica from Vivid Interactive

**I**n Japan, the 3DO system's unique, open licensing system has made it immensely popular with the erotica industry. Walk into any electronic boutique on the Ginza strip and you'll find walls of jewel-boxed CD erotica. The majority are Kodak PhotoCD, slideshows of statics pics which the 3DO system can display without any special software, but some are FMV-based and a few actually interactive. This weird subculture is regularly reported on in Japan's 3DO magazine, titles such as *Hyperlesbians* and *Virtual Puppet Reika* illustrate not only the country's famously eccentric appreciation of English, but also a very different attitude to sex.

While English tabloids play upon and exacerbate the deep sexual scars carved by Judeo-Christian teaching, Japan's multi-faith, largely Buddhist society accepts saucy CDs with a similar nonchalance to that shown its manga industry. A society renowned for its lack of crime suffers no great confusion over sex and sin, which is an odd, but relevant introduction to Vivid Interactive, a California company set up by ex-British rockers Phil and Chris O'Toole. Resplendent in cowboy boots and poodle-haircuts they, like their products, are entirely comfortable within Japan's esoteric erotica.

On VHS, the brothers have ambitions to be ranked with David Lynch, or so they say. What's clear is that while *Basic Instinct*, *Showgirls* and *Colour Of The Night* show Hollywood appropriating porno imagery, its outcast cousin is simultaneously reaching for respectability with actual plot and characterisation. It's said Vivid's *Skin* is one of the most sophisticated examples of this cross-over, but that's actually irrelevant to the CD versions.

To ensure hassle-free distribution alongside EA

**One of the most popular theories as to why VHS trashed Betamax revolves around Sony's prudishness. Its restrictive licensing drove the producers of erotica onto VHS where, it's said, they provided the format with its vital, unique selling point and, unquestionably, founded a huge multi-billion dollar industry. Whether or not you believe that, 32bit high-quality FMV has meant a quantum leap for interactive erotica from the bitmap blockiness of Sam Fox's *Strip Poker* on the Spectrum.**

and, erh, Michael Jackson in America's slick mega-malls, Vivid's FMV output is as charmingly innocent as the most naive Japanese 'pink' movie.

Accompanied by some actually quite decent music, jumpcuts slice 'n' dice some presumably explicit movies until they resemble not so much porn as pop promos. There's obviously more nudity and grinding embraces compared to most MTV output but there's also a lack of the aggression which constantly has high-heeled babes running

further emphasises the total silliness of it all.

Technical quality throughout Vivid's titles is surprisingly good. Cinepak isn't up to VHS quality, but combined with skilful editing, an affection for slowmo and all those jumpcuts, the jerkiness and occasional blockiness which typically afflicts Cinepak is minimised. Whether or not British consumers will get the chance to appreciate it is undecided as yet. Vivid have not yet selected a British distributor and this may never happen.

***"...compared to far more explicit BBFC approved videos... and Hollywood's own, frequently misogynistic output, the wacky silliness is actually endearing."***

from this or that heavy metal icon.

The best example of Vivid's almost innocent, Japanese-style playfulness with erotica is their own self-promo. A series of surreal images, intercut with vaguely suggestive material, is linked by a bejeweled blonde flying cross-legged like an Indian mystic. Along with her is a Magnovox CDi, its CD drawer extended rather suggestively. The polish with which bluescreen composition is executed only

For those with an interest in the pleasantly daffy – rather than the more erotic minded – this is something of a shame. These are by no means great products.

Discerning a plot in any of them makes Pynchon's *V* seem a model of narrative clarity, while the actors and actresses are so perfect, the poses so contrived, and the fastcutting so oblique as to make any sexually educational argument absurd. Nevertheless, compared to far more explicit BBFC approved videos soundtracked by nannying doctors, some appallingly reworked PC sex series and Hollywood's own frequently misogynistic output, its wacky silliness is actually endearing.

For the future, Vivid talk of even producing games which could certainly make for an interesting alternative to our current, mostly genocidal selection of interactive entertainment. In the meantime, for our overseas readers located in more grown-up societies than Old Blighty, here's a tasteful rundown of Vivid's current roster. All the titles use 3DO's own FMV capabilities – that is to say no MPEG upgrade is required although Vivid do produce VideoCD titles as well.

### AMERICAN JUSTICE

This debut title is surprising well encoded. There's some blockiness early on and the audio goes out of synch on a PAL machine at the end, but it appears lightyears ahead of the FMV seen in early titles by





the eggheads at Crystal Dynamics. Unusually for a Vivid CD title, there is actually a discernable plot with a nightclub stripper being stalked and one girl actually killed at the end. This gloomy subject is entirely out of kilter with the style, however. Split into a handful of five minute sections, dialogue provides scant structure for mostly rather surreal happenings. The stripclub itself is remarkably genteel, with the performers remaining entirely clothed until the end when the star goes topless – very briefly! Overall, an entirely baffling experience with minimal nudity, sense and fun.

## IMMORTAL DESIRE

The original VHS release probably ranks as one of Vivid's ambitious, plot-driven efforts. The plot is a riff on Haggard's *She* with two lovers split by tragedy in 1492, only to be reunited on a WWI battlefield and later, in 1993. The conclusion would please any Mills and Boon fan – 'There's no life without love, no love without you', but the fact there is some kind of relatively sophisticated plot makes the confusing cutting irritating, while the dramatic music is annoying. However, Sarah Hamilton makes an affecting lead, while her genuine English accent is a pleasant alternative to languid California-ese.

## LOVE BITES

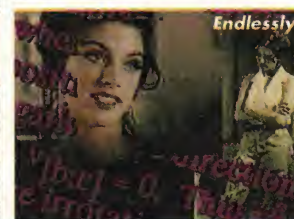
This ambitious production apparently moved the Playboy Channel to complain there wasn't enough sex, but the further cutdown, jumpcut CD version is still fun. When you select which segment you want to watch, a bat carries off the title window you've selected. Headed up by the famous observation 'life is but a dream within a dream', *Love Bites* wisely decides to entirely omit plot, instead we get lots of babes assuming Page-3 style poses albeit usually with more clothes on... plus fangs, spooky shadows, some pretty good music and a few more meaningful observations on life, the universe and vampirism. Oh, and of course a few shots of bats. Entirely daft, but still considerably more interesting and logical than the appalling *Batman Forever*.

## SEX

Nikki Dial stars in this misleading titled collection of short-scenes which seem taken from disparate movies. There's absolutely no plot and while the music is upbeat and fun, overall it's perhaps a bit too nonsensical to be amusing. The fact they're not even trying for any overall theme totally undermines the enjoyment of being confused!

## THE COVEN

This features that great Magnavox promo and the actual feature itself almost matches up. A young female of pleasing visual aesthetics – okay, a gorgeous babe – walks up some steps in search a room-mate. Jumpcut through round window to semi-naked babes at black mass, riding broomsticks. Jumpcut to cooking bacon and eggs at new flat. Jumpcut back to black mass with some ener-



getic canoodling. Jumpcut back to flat and argument between couple. Then more witchy fun, some beachcombing and even meditation. While it becomes rather boring at the end, overall this is quite entertaining. There's no way to figure out what's happening and you get the feeling of being quite pleasantly smashed without needing to drink anything first. There's even the rather unique bonus, for a Vivid title, of some arguably erotic scenes.

## ENDLESSLY

This is undoubtedly the pick of the bunch, depicting a quite wonderful world wherein a porno movie has been stylishly recut to concentrate on all the bits *between* the sex scenes. A world wherein what sex there is consists entirely of kissing navals. Along with plot destroying jumpcuts, the overlaid text and math formulae elevate nonsense to almost artistic effect. In this naive world, the airbrushed, suntanned perfection of sets and stars is pleasingly

surreal rather than banal and soul-less. Special effects spin entirely out of control with glowing crystals providing an outré background to a Page-3 girl jumping up and down for no readily apparent reason. Even better is where we see a girl getting out of her car, some tiny scene doubtlessly filmed as simple framing for an elaborate sex scene. The latter never happens here, instead we have the SFX artists superimposing chaste white fireworks on her dress to make this tiny scene into a pyrotechnic climax. In a world where, increasingly, everything is supposed to be measured by its cost-effectiveness – Vivid's stunningly bizarre treatment of basically exploitation titles is almost wonderful. Mr Publisher, fifth colour sunbursts for the cover please! ...uhm, I thought not. □ ssw

*Note: It's just been announced Telstar Multimedia Distribution have picked up Vivid's 3DO output for the UK and titles should be available now.*

3DO Magazine



# System Codes

3DO software made easy, from the magazine that cares

## HELL

To speed-up this somewhat sluggish cyberpunk adventure, there's a very useful fast mode. To access it, pull



down the main menu on the game screen (by pressing C), then press pause and enter **U, LS, LS, C, RS, U, D**. Or alternatively enter **U, B, C, U, B** for the weird Night Vision Mode.

## RISE OF THE ROBOTS

Mirage's robo beat-'em-up has attracted a lot of controversy, but for



those who've forked over for the much hyped would-be mega-game, here are some rather nifty cheats.

For some FMV-related cheats, go to Options and select the Cinematics On/Off option.

## HIGH SCORES

*Need For Speed* from Electronic Arts  
Best Times

### CITY

10:12.9 (?) **Mark M., London.**

10:14.2 (?) **P. Motherwell,**

**Southampton.**

10:21.70 (512TR) **S. Wynne, 3DO Magazine.**

10:49:7 (512TR) **I. McKenzie, Paisley.**

### COASTAL

11:43:2 (512TR) **S. Wynne, 3DO Magazine.**

11:45:20 (?) **P. Motherwell**

**This issue, *Slam 'n' Jam '95* gets the treatment, with some fun codes and real team equivalents for all you basketball experts. Plus the arrival of our high scores department. Let's not let the Ed get all the glory on *Need For Speed*! Get some records in.**

- Hold **left/left/right + A** for all those gorgeous cinematics to be played, accompanied by the techno soundtrack.

- Hold **left/left/right + B** for those same cinematics, this time with Brian May's wailing guitar stuff.

- Hold **left/left/right + C** for the Japanese soundtrack to accompany the visuals.

For gameplay cheats, go to the character selection screen. Hold **right/left/right + A, B** or **C** to select the Supervisor.

Hold **right + A, B** or **C** when in training to play against the Cyborg.

## WING COMMANDER III

This 4 CD epic has plenty enough challenge to keep most people occupied until M2 arrives, let alone another 3DO 1 mega-game. Besides the total victory scenario, there are multi-



ple other endings and routes through the game. But if your campaign has run into a dead-end, try this handy cheat. Turn on the 3DO system and when you get to the New Game/Load Game/Continue screen, hold down **LS** and **P** together. The selection will now cycle through the three options. Press **A** when it's on Continue and the debug screen should appear. Just as with *Super Wing Commander*, the most useful option is **Finger Of Death**. To use it, select a target and press **X** and **A** while in flight. This will instantly wipe-out any target highlighted, including friendlies.

## DRAGON'S LAIR

ReadySoft's excellent conversion of the Don Bluth coin-op is handled in the UK by Elite Software and is one of the trickiest challenges around. The play guide below should help prospective Dirk Darings, but timing remains a matter of practice.

Movements in brackets represent fast action sequences where you have to be quick. Movements in *italics* can be reversed, just to keep things interest-



ing! If you'd like things a little less interesting, try inputting this cheat for unlimited lives on the title sequence when 'Press Start to Begin' appears:

**U, D, L, R, U, D, L, R**

The Drawbridge - **B, U**

Three Doors - **R**

Tentacle Room - **B, R, D, L, U**

Striped Snake Room - **B, B, R**

Pool of Water - **L, U, R, U, L, U, B, U**

The Goons - **B, R, U, B, U**  
Sliding Stairs - **L, B, L, L**  
Furnace Room - **B, B, B, L, B**  
Two Turning Paddles - **U, B, D, U**  
Chest and Bedroom - **U**  
Ceiling Trapdoor - **R, D, U, L, L**  
Mechanical Horse - **[R, L, R, L] L**  
*Knight on Tiles* - **[R, L, U, L, R, L, R]**  
**[B, B]**

*Haunted Hallway* - **U, B, U, B, L, B**  
Wooden Bridge and Bats - **U, U, D, B, R, R**

Spiral Staircase and Big Bat - **B, L, L, [B, L]**

Frog King - **L, [Rx5] U, B, [L, R, D, B]**  
Drink Me - **R**

Small Tiled Room - **D, U, L**

Throne Room - **[R, U, R] R**

*Caverns with Ooze* - **[Ux4], [R, L, R, L], R**

Lava Room - **B, [U x7].**

Skeleton Room - **L, L, R, R.**

Coloured Balls - **[D x6], U.**

Yellow Liquid and Pot Room - **U, B, B, R**

Fire & Ice Room - **U, U, L.**

Dragon's Lair - **U, L, L, D, [D, D, L], U, D, R, B, B, L, B**

From <justinb@lehman.com>

## MYST

Winning in *Myst* isn't really a case of finishing the game, as getting lost in its unique, otherworldly atmosphere.



Nevertheless, if you do actually want to speed your way through to the end here's the thirty minutes or less solution.

1. Turn on all markers (up switches,



green symbols). At clock tower, rotate small wheel twice; large wheel 8 times (2:40). Cross bridge and turn on switch.

2. Go back and turn off dock switch. Get white page.

3. In library, see middle shelf far right book for p.158 pattern.

4. Input pattern in door in fireplace opening.

5. Save game. Decide which ending you want and deliver appropriate page.

## QUARANTINE

### QUARANTINE

While no-one could argue *Quarantine* pushed the 3DO system to new limits, this 'Doom-in-a-taxi' still has some basic blasting appeal

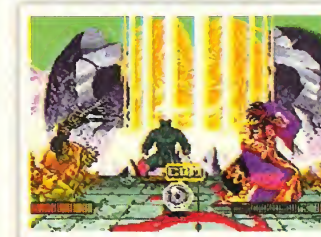


and plenty of challenge. If you're having problems, press **B, C, B, A** on the language select screen for a rather nifty \$10,000 and the ability to select all weapons from the start. This should make cruising the streets a great deal easier.

## SAMURAI SHODOWN

Programmed by many of the same people behind *SFII*, this flashy beat-'em-up prefers swords and razor claws to fists and feet. Gorgeous backdrops, stunning CD music and plenty of blood splashing all over the place make this a 3DO mega-hit that's still an office favourite. We have two fun cheats to get even more out of the game.

For **Same Color Opponents**, start one-player game. Join in with player two and pick the player the computer was using. Kill player one, but don't continue. Start with one-player game again. Join in with controller one,



and again pick the same character the computer was using. Kill player two. Now when new one player game starts, you will be the same character and color as the computer.

Somewhat less esoteric is **Stage Select**. Play a game and lose. Don't continue. Go to **Menu Screen** and select **Resume**. Now press **L, X, D, U, R, L, U, X**. Now, **highlight players name** and use **LS** and **RS** to select stage. Warning: to delete this option, you must delete all *Samurai Shodown* save games.

## SLAM 'N' JAM

Real fans put off by Crystal Dynamics' decision to use non-NBA team names will be pleased to hear the fake teams mirror real ones with uncanny accuracy. Below is a complete list of game names and real world equivalents. There's also some great cheat codes.

### Slam 'N' Jam

Boston

Cleveland  
Chicago

Detriot  
Miami  
Indiana  
New York

Milwaukee  
New Jersey  
Atlanta

Charlotte  
Los Angeles

Phoenix  
Denver  
Dallas

Orlando  
Philadelphia

Washington

Houston

Minnesota

San Antonio

Utah

Oakland  
Portland  
Sacramento

### NBA

Seattle  
Supersonics  
Chicago Bulls  
Charlotte  
Hornets  
Cleveland Cavs  
Boston Celtics  
Detroit Pistons  
New Jersey  
Nets  
Indiana Pacers  
Miami Heat  
Washington  
Bullets  
Atlanta Hawks  
Golden St.  
Warriors

L.A. Lakers  
Dallas Mavs  
Milwaukee  
Bucks  
N.Y. Knicks  
Orlando  
Magic  
Philadelphia  
76ers  
Denver  
Nuggets  
Houston  
Rockets  
Minnesota  
Timberwolves  
San Antonio  
Spurs  
Utah Jazz  
Phoenix Suns  
Portland  
Blazers



San Diego

Sacramento  
Kings

Seattle

L.A. Clippers

Codes must be entered on the second black screen between the visitors stats and the opening tip-off. (Choose teams press **start**, home stats press **start**, visitor stats press **start**, black screen **ENTER CODE**, then after you enter code, game starts). Remember that as soon as the visitor stat screen fades to black, **ENTER CODE RIGHT AWAY!**

### Shot Percentage

Hold **LS** during black screen. The shot percentage will show above the basket.

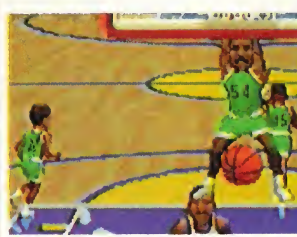
### Small Players

Tap **RS** successively until the tip off. Once game's started, press **Pause**, then **Un-Pause**.



### Big Heads:

Hold **RS** and tap **LS** until the tip off. Once game's started, press **Pause**, then **Un-Pause**.



### Small Players & Big Heads

Tap **LS** & **RS** in quick succession (one after the other non-stop) until the tip off. Once in the game, press **Pause** then **Un-Pause**.

### Small Players & Shot Percentage

Tap **LS** & **RS** in quick succession (one after the other non-stop) until the tip off, **BUT** end the **LS** - **RS** combo with the **LS**. Once in the game, press **Pause** then **Un-Pause**. To stop Small Player mode, start next game then press **Pause** and then **Un-Pause**.

### Super Dunks

Hold **A** & **B**, once tip off starts, press **Pause** then **Un-Pause**. Release **A** & **B**.

### Super Speed

Hold **A**, **B**, & **C**, once tip off starts, press **Pause** then **Un-Pause**. Release **A**, **B**, & **C**.

### Unlimited Fouls

If you're playing in the franchise mode when you foul, immediately press **pause** before the computer says who fouled. Simply sub your good player for a poor player, and **unpause**. The game will now attribute the foul you committed to the new person, not the original one. It works much better with a hack foul, because you have time to pause. With a hand-check foul, you must be much quicker.

Well, that's it for this month. The huge amount of software we've received this issue has meant a trimming of playing guides sadly, but expect their return. And don't forget, fab *NFS* times are a priority! □ ssw

3DO Magazine



## Correspondence from around the world concerning the wonderful world of 3DO

3DO Magazine **54** Oct/Nov 1995



with a free game worth £50 while the PlayStation will be very lucky to hit £299 without a game. When 3DO II comes out it will cost probably £400, but existing 3DO owners can upgrade for less via the M2 upgrade. PlayStation owners, by contrast, will have to wait until 1998 and then buy an entirely new console. As for Ultra64, don't expect that before next Xmas and haven't you forgotten how just much carts used to cost? We haven't.

7) Also one other question. What about software? Nowhere near the same amount of software houses have signed up for 3DO or M2 that have for PSX, Saturn or even Ultra64 which isn't released in any country but still has software houses going mad to produce something for it. What's the story behind this?

If you compare 3DO I releases to any other format in the UK this Xmas only PlayStation has a prayer of competing. As for Ultra64, you're entirely right. Publishers would be entirely insane to develop for it: the chipset isn't finished, the development system hasn't shipped and the cost of carts gives most publishers screaming nightmares. The fact that Nintendo themselves now claim they're not expecting, or inviting, early third-party support emphasises Ultra64-supporting publishers should indeed be locked away in the loony bin for a very long time. As for M2, most publishers I've spoken to are very excited about developing for it and when a list of publishers is released later this year I expect it to be very long.

Looking forward to your replies, hopefully.

Mr Paul Lawless, Preston.

P.S. A prediction, although I hate to say it, if 3DO don't release M2 this year and at £200 max you could say forget it, because nobody's going to spend £600+ on technology which is shortly to be outdated and only just better technology already available.

From the top, in a nutshell, you can buy a £299 3DO now with game, enjoy the biggest roster of software titles around, then upgrade next year to technology superior to current arcade machines like *Daytona*, let alone rival superconsoles, while still enjoying plenty more fabulous 3DO I releases. If you know of anything technically superior on the horizon, you better apply to Sony immediately because I'm sure they'd love to speak to you about it!

**O**n view of recent developments in the console market, i.e. the release of the Saturn this July and the imminent release of the PlayStation, I would just like to know if you could answer a few questions? How do you think the 3DO will fare against

**Inevitable favourites *Road Rash* and *Need For Speed* from Electronic Arts. Sequels imminent? Possibly, but on M2 rather than 3DO1 is more likely. *Demolition* what?**

these new super consoles? Are these new consoles technologically superior to the 3DO system and, also, are the games for these new consoles more advanced than 3DO games? Do you think a 3DO could handle games such as *Virtua Fighter*, *Ridge Racer*, *Destruction Derby* etc. all of which look superb? Is it possible that these games could ever be released for 3DO?

I read in another games magazine that 3DO is an ailing machine and that it won't be able to compete with the Saturn and PlayStation. Being a 3DO owner I am most concerned about this. Have I made an expensive mistake buying a 3DO? All I see in games magazines now are great looking games for the Saturn and PlayStation and nearly nothing for 3DO. If things don't improve soon I would consider selling my 3DO and buying a Saturn or PlayStation so I can play these great games.

Finally, is there any chance that my favourite two 3DO games, *Road Rash* and *Need For Speed* will have any sequels made in the near future? I feel that as good as they both are they would could

both be vastly improved e.g. *NFS* - more tracks, more cars, more opponents, cars crumple up when you crash etc. Could I also take this opportunity of saying how much I enjoy your magazine and I really

look forward to every new issue. The only trouble is I find it hard to get copy but I now order it.

Name lost, Somewhere Ville.

**More complaints?** I think your concerns are a thoughtful and justified reflection upon the hype in multi-format magazines. There's always a lot of excitement about new hardware and new games - the latter mostly showcased by non-critical previews. This excitement sells magazines and therefore cannot be considered truly objective, by any stretch of the imagination.

The reality is invariably rather different. On every system since the dawn of time the best games have always come a couple of years after a machine's launch. This is when programmers know exactly what a machine can do and are able to focus entirely on gameplay. Third generation 3DO software such as *Space Hulk*, *BattleSport*, *PO'ed* and so on offer classic, long-term gameplay that's the hallmark of mature software development.

There will be some great launch titles for PlayStation. *Ridge Racer*, for all its shallowness, is

**Just a small selection of state-of-the-art third generation titles (from top), *Foes of Ali*, *StarFighter 3000*, *PO'ed* and *Space Hulk*. Not exactly slumming it now, are we?**



great fun and *Tekken* is a superb beat-'em-up. *Demolition Derby* looks amazing, watching car after car pile into each other is hilarious, but as gameplay is simplistic and annoying rather than involving. You should also bear in mind most of the PlayStation's early releases are targeted at a young audience. The only games offering much depth will, ironically, be EA's conversions of its ground-breaking titles for 3DO - the original revolution in gaming. Given a choice between >





> mildly reworked old titles, or new, third generation 3DO products such as *Space Hulk*, *Foes Of Ali*, *BladeForce*, *PO'ed*, *Starfighter 3000* etc. I think there's no doubt 3DO's maturity will provide a far richer gameplaying environment for quite a while yet. As for a *Need For Speed* update, it's under consideration but the most likely follow-up is a full-blown sequel on M2.

**F**irstly, I would like to know if the cheat code for *FIFA* is correct? I have tried without success every combination known to man. I've even won the World Cup with Kuwait, of all teams, the code comes on screen, I restart a match, try to enter the combination and get nothing. Have I got dodgy disc or am I just being dumb?

Secondly! Why have you changed the format size of the magazine and copped out on all those lovely glossy pages? The mag's just like any other A4 mag sat on the shelf with dull, lustre leaves and is still £4.99.

Last not least! What is Mcolquhoin Issue 5, page 56, on about? Gex the platform game, is just that! A platform game, which should stay on other inferior consoles, not 3DO! If you want platformers then get another console, you can keep your 2D flat mindless images to yourself! I did not buy the most sophisticated piece of computer gaming hardware on the market to play platform games, what next? *Sonic* - maybe *Super Mario*! Thanks but no thanks!

Finally, the rating system in the 3DO mag directory is simple. One star equals a poor rating, whilst five red stars equals an excellent rating. On a 0-100% basis let's say that each star represents a unit of 20%. 20% = 1 star/100% = 5 red stars.

It does not take a genius to understand how low or high each game has been rated, but for someone who plays platform games on the most advanced console to dates, I'm not surprised! Yours mind bogglingly,  
K. Fielding, Darwen, Lancashire.

Thanks for that zestful contribution K. In response: Firstly! Yes the *FIFA* codes do work and must be input ingame, when you pause to change perspective, using the joypad. Secondly! Paper costs have rocketed across the industry. As the year progresses, I think you'll notice a lot more magazines go down in paper size to save costs and prevent price increases. Thirdly! We still think *Gex* is fun, but agree with you expecting revolutionary gameplay from a platformer is overly optimistic.

**Y**ou get many letters like this but I am the mag's biggest fan... Unfortunately I can't say your magazine made me buy my 3DO, but it certainly made my

mind up over which games I should get!

I started reading your mag from Issue 2 and when I saw you could get Issue 1 on back issue I was well happy. I quickly sent off an order form, only to get a letter back saying they'd all sold out. My heart sank. I had to find one. I was a 3DO Issue 1-oholic. I tried to buy it off my friends but they would not let me. Then I read letters saying how great it was. You must have one somewhere, maybe to level the pool table, behind a cupboard, a cup mat, keeping your shoes on, fly swatter, sun hat, I don't know. PLEASE FIND ONE!

Anyway here is my small computing history: I used to have an Amiga, now I have 3DO, much better! Finally here are some questions to test your 3DO knowledge.

- 1) How much is the M2 and will they make individual games for it?
- 2) Is *FIFA '95* coming out for the 3DO?
- 3) Is there a exact release date for *Doom 1* or 2?
- 4) I think the Saturn is very bad, don't you?
- 5) Can you buy a dust cover for the 3DO?
- 6) Will any of the Secret Of Monkey Island games

come out?

- 7) Finally my fave game is *Road Rash* what is yours?

I so hope you enjoy my letter and that you print it. I have never had my name printed in a brill mag before.  
Michael Waldron,  
Newcastle-Upon-Tyne.  
PS Keep being excellent!

We'll try! And thanks for your letter perfectly timed to coincide with the announcement of a 3DO Magazine Special. This will reprint all the reviews to date, plus some features from the first issue introducing the 3DO system. Wherever necessary, the reviews will be updated (e.g. *Rise Of The Robots* - imagine this written accompanied by much embarrassed shoe-shuffling) to conform with current thinking (as they used to say in the Kremlin). It will obviously be a jam-packed publication and could well eclipse that much praised 3DO/1, the famous phrase 'latest issue is the best

yet, apart from Issue One of course' having tempted my designer brother to the brink of murder on numerous occasion.

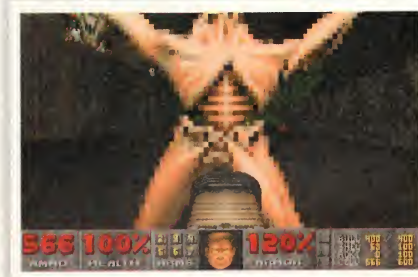
Anyway, avoiding untimely death, on to your questions.

- 1) No price has been announced, but expect a minimum of £200, and there will be both specific M2 games and hybrid games which run on 3DO I and (in enhanced form) on M2.
- 2) No plans have been announced. At this stage, it would be more likely for M2 than 3DO I.
- 3) September for *Doom*, end of the year for the sequel.

4) After getting rather excited by the hype, Mark and I found actually playing on the official machine incredibly disappointing. *Daytona* not only feels far worse than *Need For Speed*, it looks considerably cruder with low res, almost blocky graphics, limited colours and background which



Sega's Saturn. It's officially available and it's official that it's crap.



3DO Doom II? We haven't seen *Doom 1* yet!

often fill in only just before they disappear off screen.

**"I tried to buy a 3DO Magazine •1 off my freinds but they wouldn't let me. You must have one somewhere... PLEASE FIND ONE"**  
Michael Waldron

- 5) Erh, not as far as I know.
- 6) No plans as yet.
- 7) Just one favourite? I'd say *Space Hulk* and *Need For Speed*, closely followed by *Road Rash* and *BattleSport*. Mark's are *BattleSport*, *Captain Quasar* and *Need For Speed*.

**I** have recently purchased a FZ-1 3DO and I'm finding it very impressive. I have it linked up to my hi-fi and the 3D sound is excellent. But what I would really like to know is will there be any software which allows the user to remix tracks, possibly changing the sound by using effects like echo and phase, etc. This was possible on my old Commodore CDTV, but was very limited. I think this would be a good idea for the 3DO because it has





The elusive issue one and soon to be elusive issue five. Its pays to be a subscriber. In fact, if anyone's got a spare copy of the first issue, I wouldn't mind one myself...

much larger memory.  
Andy Booth, Leicester.

Unfortunately, part of the 3DO system's security is that it resets whenever you eject a disc, so no program could be stored in memory. The system does, however, come with a fun, built-in psychedelic display which can be played with audio CDs.

**Y**o! Yo! 3DO people,  
As a subscriber to your magazine I have been extremely pleased with its contents

and the lady who took my subscription details, damn!, she sounded sexy.

I must confess I've been a little concerned with the prospect of the 3DO machine, especially after some of the negative reporting in other mags... However, after reading your article on the M2 my faith has been restored - 'Yes! I believe!' -

**Demolition Man, with the invulnerable Snipes. Could be used for the definition of 'hard'.**



the future is bright for 3DO. As for that other mag, as *Slam 'N Jam's* James Van Earl Wright would say: 'It's a picture of denial,' the 3DO will reign supreme.

Anyway, let's cut to the chase. The *PGA Tour* review you promised, where is it? What's the deal? Give us the spiel? My second confession, I am truly sad at *Demolition Man*. How the hell do you get out of those tunnels. Someone please help me.

One last observation before I go is about the chap who was not impressed with *Need* compared with *Ridge*. Indeed, my initial reaction was exactly the same but *Need* is not a game that just jumps out at you, it's only after playing for a while that you really appreciate just how realistic the game is. It's far superior to any other game of this type, so

keep on playing my man and you too can kick the butt of the X-man!  
Mike Green, Mitcham, Surrey.

Erh, Yo! Mike. Glad you like the mag and thanks for the subscription. They're selling very well, so thankfully we can probably resist splashing a pic of Ms Sharrock - reigning Miss Speedway, Bournemouth. As for a *PGA Tour* review, we're hoping to get a feature for this issue and a review is almost certain for the next one.

On the subject of *Demolition Man*, the key is patience. While the instructions are maddeningly opaque about this irksome level, what you have to do is simply follow the Wesley Snipes character until the level finishes. This takes plenty of time and you have to be careful of all the enemies and

Snipes himself, who is invulnerable and can inflict heavy damage.

**G**ood Morning! 3DO People!  
I recently sent you a letter, but forgot to ask you a key question about M2. I have a UK 3DO, if I buy an M2 when I travel to the USA this year, will they be compatible? See Ya!  
Mike Green, Mitcham, Surrey.

Sadly, it's highly unlikely M2 will appear Stateside this year and if it did, the system would be designed for NTSC rather than PAL. The good news is competition between GoldStar and Panasonic is such that it's unlikely any delay in the release of the PAL system will be that long between US, Japanese and European releases.

**I**'m so glad someone cares! Your magazine weaves together the gamers' dreams with technical cotton to texture the fantastically, brilliant perfect mag! Anyway down to business, there are quite a few things I would like to ask.

*"Your magazine weaves together the gamers' dreams with technical cotton to texture the fantastically, brilliant, perfect mag"*  
**Tim Wharfe**

1) I'm dying to sell my Amiga - do you want to buy it (joke)! The best thing ever is on the Amiga - *Sensible World of Soccer*. What I was wondering was, since Sensible have released *Cannon Fodder* on

3DO, are there any plans to convert *Sensi* to 3DO?

2) In 3DO/4 Anthony Ayre asked why it was called '3DO' and you didn't answer - do you know or are you like the rest of us?

3) Can you go for a few pages without mentioning the abbreviation 'M2' or not?

4) What is the name of the person who replies to these letters. Surely it's a bit degrading being written to and being called 3DO Magazine?  
Tim Wharfe, Dore, Sheffield.

1) It's unlikely, but if *Cannon Fodder's* a huge hit they might reconsider. For the future, there's rumours Sensi are working on a polygon football game which would be perfect for M2 conversion.  
2) Apologies to Mr Ayre. According to Trip Hawkins, the name was chosen with generic household objects such as audio, stereo etc. in mind. Somewhat ironic considering 3DO themselves insist there's no such thing as a 3DO, only a 3DO system!

3) If you can't, why should we?!

4) At the end of every article in 3DO Magazine are the initials of the person who wrote it. As for being called 3DO Magazine, well it sure beats getting called Stu-pot!

See you all next month. □ ssw

**3DO Magazine**

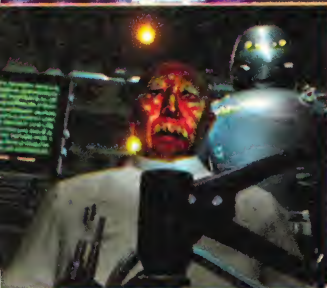
**3DO**  
Magazine



**BLADEFORCE.** The year—2110 AD. The city—Meggagrid. A gritty metropolis reeking with the stench of organized crime. You enter this cesspool wearing only a helicopter flight suit and a big grin that says "Hello Mr. Criminal. My gun is bigger than yours!" You fly in real time. You fire in real time. They die in real time. Have a real good time. **Features:** 360° 3D flying. 3D worlds. 3D everything. You spin. You soar. You shoot. You spew. Pack the barf bag. 16,000 true 3D objects. 28 missions and 7 crime infested levels. Buy the game, get the motion sickness free.



# If You're a Pacif



Who's responsible for these two favourites? The warped minds at Studio 3DO, of course. These innovative renegades have turned the most advanced gaming technology on the planet into their own sensory amusement park—and every ride's an "E" ticket. See your favorite retailer or look us up on the Web: [www.3do.com](http://www.3do.com)



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3DO**

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# ONLY ON 3DO

# BLADE FORCE™



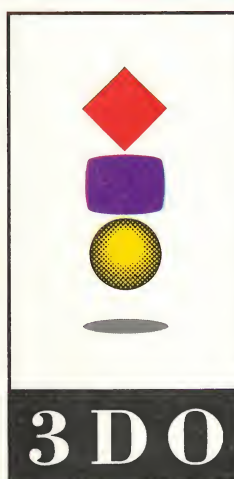
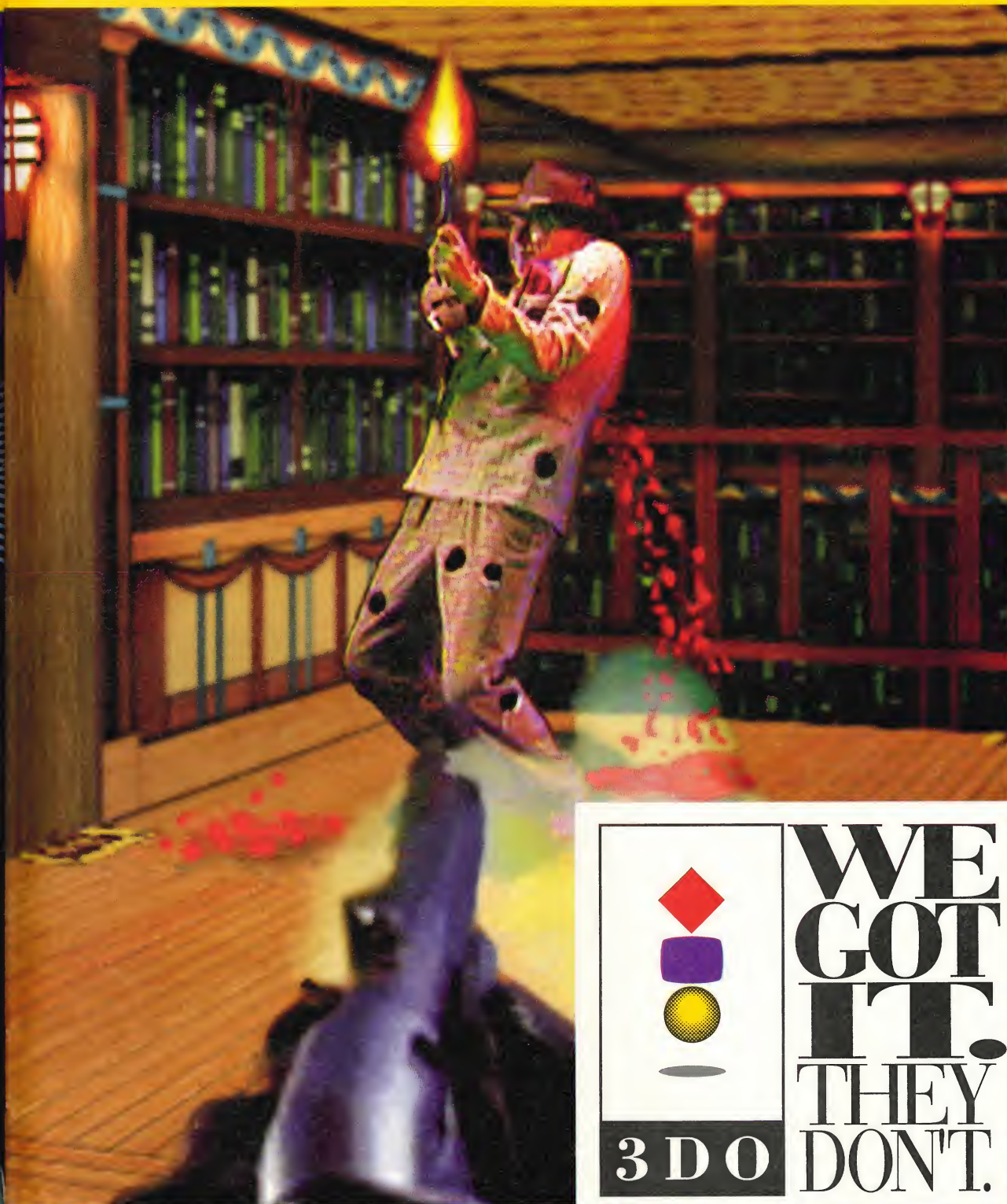




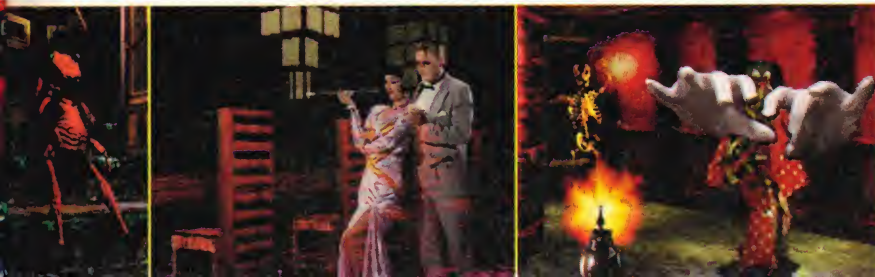
# KILLING TIME™

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ONLY  
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3DO



**WE  
GOT  
IT.  
THEY  
DON'T.**



**KILLING TIME.** What a politically correct title, eh? You're trapped in a horrifying 3D world of the undead. But lucky you. You've brought along some serious firepower. You've got to shoot first and catch your breath later. To solve the mystery, listen to the ghosts for clues. You'll have to call on your wits, call on your weapons or call for an organ donor if things go sour. **Features:** 16 horrific enemies (only 3DO could get 7 genuine ghosts on videotape). 45 supernatural areas to discover and over 200 rooms to explore. Requires use of the head, if it hasn't been blown off already.



# Software Directory

The essential update to every review from 3DO Magazine issues one to five

## 3D ATLAS

Electronic Arts, TBA

A huge geographical, political and environmental guide to planet earth, this uses excellent stock footage, good 3D graphics routines and brilliantly edited news sequences to seduce almost anyone into enjoying a traditionally dull subject. Even the inevitable quiz show game is fun. Overall, simply excellent edutainment.

issue 2, Rating: ★★★★★

## ALONE IN THE DARK

Infogrames, £39.99

Multiple camera angles, haunting polygon graphics and a Voodoo inspired storyline make this an incredibly intimate and atmospheric adventure. Originally released on the PC in '93, it still looks pretty amazing and although it uses a lot of NVRAM, is well worth a look.

issue 1, Rating: ★★★★★

## ANOTHER WORLD

Interplay, £39.99

Originally an Amiga game, this was a welcome twist on the platform genre. Rotoscoped sprites and stylish cut sequences achieved a uniquely cinematic feel. The 3DO version doesn't tinker with the game's fundamentals, but adds 256 colours to freshen it up a bit.

issue 1, Rating: ★★★★★

## BATTLE CHESS

Krisalis, £39.99

A worthy attempt to make chess exciting for beginners, its 3D graphics aren't as flash or funny as they might be. However there's an impressive chess engine under the hood while a 2D board is a model of clarity and simplicity.

issue 1, Rating: ★★

## BURNING SOLDIER

Panasonic, £39.99

This follows where *Microcosm* and *Novastorm* trailblazed, with interactive sprites overlaid on an uninteractive, pre-rendered backdrop. Naturally that makes for linear gameplay, but manga-esque graphics and a simultaneous two-player

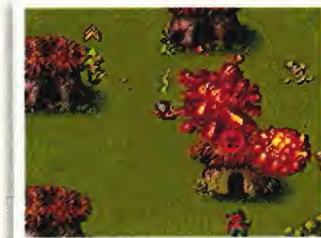
mode provide limited compensation.

issue 1, Rating: ★★

## CANNON FODDER

Virgin, £44.99

The sprites may be tiny, but there's a huge number of levels and gameplay is incredibly addictive with masses of ene-



mies, buildings and vehicles to destroy. Somewhat similar to *Return Fire*, it has a superior structure (more challenge) but sadly there's no two-player mode.

issue 3, Rating: ★★★★★

## DAEDALUS ENCOUNTER, THE

Panasonic, £TBA

This four CD epic looks better than most Hollywood sci-fi movies with stunning sets, special effects and mega-babe Tia. Cleverly integrated into this FMV epic are a series of logic puzzles – disguised as alien door locks, system repairs etc. – which really get the old grey matter working. If you like that sort of thing, you'll love this and, even if you don't, the slick presentation and excellent control interface could well convert you.

issue 5, Rating: ★★★★★

## DEMOLITION MAN

Virgin, £49.99

This is a glorious showcase both for the technical capabilities of the 3DO (great FMV, glorious presentation) and the growing clout of videogames (the movie crew actually shot extra scenes for it). Actual gameplay is a clever mix of genres with beat-'em-up, *Doom*, car racing and even *Op Wolf*-style blasting. It nakes for a very playable package with a tough challenge.

issue 2, Rating: ★★★★★

## DRAGON'S LAIR

Elite, £39.99

More of a cartoon than a game, Sullivan Bluth's arcade classic wows those who watch the game, but frustrates those who are actually playing it. Gameplay is restricted to pressing the correct button at exactly the right time. This gets very tedious.

issue 1, Rating: ★★

## ESCAPE FROM MONSTER MANOR

Electronic Arts, £39.99

Developed in an amazing four months, this early *Doom* clone has some neat tricks with translucent sprites, gorgeous texture maps and spooky sonics. The atmospherics of a haunted house are there, but gameplay is rather ghostly.

issue 1, Rating: ★★★★★

## FAMILY FEUD

Gametek, £39.99

The American inspiration for *Family Fortunes*, this suffers from culturally specific questions you're unlikely to know the answers to, a lousy control interface and poor, minimally animated graphics. In the shadow of *Twisted*, *Station Invasion* and *Zhadnost* this is a very small thing indeed.

issue 2, Rating: ★

## FIFA INTERNATIONAL SOCCER

Electronic Arts, £44.99

The most stylish and visually impressive soccer game ever. From the superb FMV



intro, spliced with in-game action scenes hardly distinguishable from real-life, to the multitude of camera angles, slow motion controls and sound FX, *FIFA International* is a game that looks good

enough to eat. A six-player mode is ideal party fun.

issue 1, Rating: ★★★★★

## FLASHBACK

US Gold, £44.99

As with its *Another World* prequel, *Flashback*'s highly stylised, rotoscoped Amiga graphics and elegant gameplay have adapted easily to numerous formats. The 3DO version adds 256 colours, better sound and enhanced, 3D Studio cut sequences. The excellent platforming puzzles are as absorbing as ever.

issue 4, Rating: ★★★★★

## FLYING NIGHTMARES

Studio 3DO, £44.99

The first superconsole flight sim really does allow you to soar on your 3DO. The sensation of flight is impressively conveyed, especially with a Flightstick Pro joystick, while the Harrier jumpjet is fully capable of all its famous hovering stunts. The actual game revolves around a three-day campaign to liberate the island of Barcala, a task comprising over 30 different missions – most with primary and secondary targets. There's a strong sense of atmosphere and the gruelling nature of modern air combat will appeal to anyone seeking a serious challenge.

issue 5, Rating: ★★★★★

## GEX

BMG, £46.95

The 3DO's Sonic or Mario with bells on, Gex redefines the platform genre in 32bit, postmodern guise. The central Gecko sprite (rendered with over 450 frames of Silicon Graphic animation) can cling to just about anything; use his





tail as a whip and collect power-ups with a long gelatinous tongue. Five big and varied worlds provide a reasonable challenge, while non-stop quips voiced by Dana Gould make this fun even for those who thought they'd outgrown this tired genre.

issue 3, Rating: ★★★★★

#### GRIDDERS

The 3DO Company, £39.99

This challenging puzzler was designed around the 3DO chipset with its intricate puzzles rendered in full 3D. 36 torturous levels provide a big challenge.

issue 1, Rating: ★★★

#### HELL

Gametek, £44.99

The scenario is an inspired blend of medieval demonology and hi-tech cyberpunk, while the voices of Dennis Hopper, Grace Jones and Stephanie Seymour (who also appears in digitised form) add star appeal. The gameplay isn't so hot, revolving around too many long-winded conversations, but great visuals and a mature, adult oriented approach provide some recompense in this provocative adventure.

issue 5, Rating: ★★★

#### HORDE, THE

Crystal Dynamics, £39.99

A brilliantly original game designed for the 3DO system, this seamlessly merges hilarious FMV, intense arcade action and thoughtful strategy into an irresistible



package. In the game you play Chauncey, a young knight charged with protecting various villages against the superbly greedy Hordlings. You must speedily organise village defenses – and finances – before quarterly attacks by the loony toon-style Hordlings. Chasing after them with a huge sword is brilliant fun, while interlevel FMV is exceptionally witty with a great pay-off right at the end. It's what your 3DO was made for!

issue 1, Rating: ★★★★★

#### IMMERCENARY

Electronic Arts, £44.99

Despite an innovative visual style, this novel *Doom* variant fails to live up to its promise. The control interface is poor, while weapons are unexciting and 3D surroundings repetitive. Persevere and the game can become addictive but, perversely, the more progress you make, the easier it becomes. With some restructur-

ing this could have been something special – instead of a cult oddity.

issue 4, Rating: ★★★

#### INCREDIBLE MACHINE, THE

Sierra, £39.99

A compelling collection of puzzles, which although unenhanced for the 3DO, remains as much fun as it ever was on the PC. Building the eponymous machines requires manipulating a wide range of bizarre objects to wondrous effect. A superb learning curve makes play utterly addictive, and the ability to design and build your own puzzles to fox a friend makes this a highly rewarding package.

issue 2, Rating: ★★★★★

#### IRON ANGEL OF THE APOCALYPSE

Panasonic, £39.99

A bizarre, Japanese *Doom* variant, this titillates with its fantastic FMV intro, only to implode with a poorly programmed, dingy exploration game.

issue 2, Rating: ★★

#### JAMMIT

BMG, £39.99

A lazy conversion by GTE of an ancient MegaDrive one-on-one (or two) basketball game. Despite the general ineptitude of the coding and lame animation, this still has some merits in two-player mode, with the simplistic format providing furiously competitive play. Hardly essential, but pretty good fun in short bursts.

issue 2, Rating: ★★

#### JOHN MADDEN FOOTBALL

Electronic Arts, £39.99

Inarguably the best American Football game on any format ever. EA's masterpiece merges together incredibly detailed, beautifully animated sprites, stereo sound, slick FMV and sublime



gameplay. It also comes with a plethora of options allowing the complete beginner and football pro alike the perfect level of competition. Brilliant in one player mode, absolutely unmissable in two, this is an unbelievably impressive product.

issue 1, Rating: ★★★★★

#### LOST FILES OF SHERLOCK

HOLMES, THE

Electronic Arts, £39.99

One of the first 'multimedia' releases to appear on the PC, this now seems well past its retirement date. Tiny FMV windows interrupt rather than complement the adventuring, while the plot is distinct-

ly linear. It'll take time to solve it all, but overall most people will wish the files had remained 'lost' on 3DO.

issue 1, Rating: ★★

#### MEGARACE

Mindscape, £39.99

Originally a heavily hyped PC CD-ROM title, this has been cleverly reworked for 3DO. Both in-game and TV-style FMV presentation is far more colourful and impressive. Sadly, actual gameplay is a lot less flashy and ultimately repetitive.

issue 1, Rating: ★★★

#### MYST

Panasonic, £TBA

A huge hit on the PC, the near photorealistic imagery generated an alarmingly convincing alternate world of IQ-straining puzzles and an intricate storyline. The 3DO version retains all the gameplay and much of the atmosphere, but joypad control and TV-style resolution do blur some of its appeal. Still, if you're the quiet, patient type there's little to touch this brainy masterpiece.

issue 3, Rating: ★★★★★

#### NEED FOR SPEED, THE

Electronic Arts, £44.99

Superb graphics, fantastic Dolby audio, eight of the world's most exciting supercars, three absolutely huge routes to race on, an unbelievably comprehensive replay mode, jaw-droppingly spectacular crashes, a smarmy opponent, lots of



speed cops and, of course, the most realistic car handling ever in a videogame. Take the time to get into it, and you'll be rewarded with one of the best games ever.

issue 1, Rating: ★★★★★

#### NIGHT TRAP

Virgin, £39.99

Oh dear. Originally developed for the MegaCD, *Nighttrap* is a sad little exploitation title that goes for the adolescent audience by offering the player the chance to view semi-clad girls running about a besieged house. The FMV is of a high standard – much better than the acting – and presentation is very slick, but it matters little when gameplay is so dire.

issue 1, Rating: ★

#### OFF-WORLD INTERCEPTOR

Crystal Dynamics, £39.99

A virtuoso display of the 3DO's chipset in action with stunning 3D, texture-mapped

landscapes, masses of explosions, nippy rival cars and enemy gunfire. A fast, frantic shoot-'em-up cum race game it's okay in one-player mode (lack of a save game is frustrating), great in two.

issue 1, Rating: ★★★★★

#### OPERATION JUMPGATE

Electronic Arts, £29.99

A five mission expansion disc to *Shock Wave*, this offers more more dramatic (hillier) terrain and new, much tougher enemies. Presentation is, again, marvellous and the Dolby surround sound is excellent.

issue 2, Rating: ★★★

#### PATAANK

Crystal Dynamics, £39.99

Instead of the conventional top down view of a pinball table, P.F. Magic actually place the camera behind the pinball. Stick with it and the game begins to make some sort of (weird) sense. Instead of having flippers your 'craft' has a supply of velocity which you must use to guide it around, hitting power-ups and bonuses as you go. Odd, but strangely enjoyable.

issue 1, Rating: ★★★

#### PEBBLE BEACH GOLF

Panasonic, £39.99

Although there's only one course and the controls aren't as sophisticated as US Gold's *World Cup* release, the slickly digitised graphics and user-friendly controls make this a very enjoyable experience. In Japan and America, the same game engine has been reused for *Waialae Country Club Golf* and *Wicked 18* – which really is wickedly hard!

Rating: ★★★★★

#### POWERS KINGDOM

Panasonic, £39.99

A very Japanese RPG which boasts some impressively cinematic effects. There's a large variety of bizarre creatures, imaginative weapons and odd landscapes with plenty of good, tactical combat. Over the longer term it does become distinctly repetitive, but it's still worth a look.

issue 1, Rating: ★★★

#### QUARANTINE

Gametek £44.99

'*Doom in a car*' is a superb concept, the FMV intro is great and even the gameplay is initially absorbing. Unfortunately, an indistinct soundtrack and dire graphics dull the promise, relegating *Quarantine* to the 'missed opportunity' category.

issue 4, Rating: ★★

#### REAL PINBALL

Panasonic, £39.99

More conventional than *Pataank*, *Real Pinball* adopts a top-down, slightly tilted perspective. Sadly, indistinct graphics and a ball which moves as if it's encased >



> in treacle rather ruin playability.  
issue 1, Rating: ★

### REBEL ASSAULT

Electronic Arts, £44.99

This made a big impact on PC CD-ROM with its innovative variety of FMV blasting action skillfully mixed in with Star Wars film clips. The 3DO version looks and plays exactly the same which, when you consider the system's far superior FMV capabilities, is something of a disaster. After the razor-sharp FMV of *Demolition Man* or *StarBlade*, the limited colours and frequent blackness of the imagery just isn't on.

issue 2, Rating: ★★★

### RETURN FIRE

The 3DO Company, £49.99

A sequel to the Amiga hit *Fire Power*, this retains the basic structure but adds in superb Dolby sound, beautifully detailed 3D graphics with intelligent panning and zooming, more levels, more everything basically. Your objective is to capture your enemy's flag from heavily fortified



defenses. To do this you have a stock of tanks, helicopters, jeeps and APVs, all unique handling, weapons and abilities. One player mode is great fun – although the challenge isn't huge – but two-player mode is excellent.

issue 2, Rating: ★★★★★

### RISE OF THE ROBOTS

Art Data Interactive, £44.99

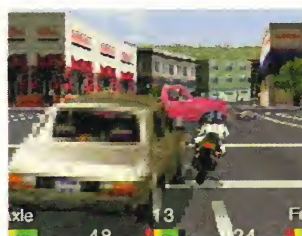
*Rise Of The Robots* may be no match for *Super Street Fighter 2* in respect of its combat engine (you can't even jump over your opponent!), but its visuals are truly next generation stuff – if you're shallow enough to care about such things.

issue 1, Rating: ★★

### ROAD RASH

Electronic Arts, £44.99

Quite simply one of the best games ever, this unbelievable 3DO spectacular rebuilds the classic Mega Drive game from the ground up. FMV reward, intro



and game over clips are superb with music from bands such as Therapy? and Swervedriver, but the game itself is the real star. The racing action starts fast and frantic – and then keeps accelerating. Speeding through a city centre with pedestrians, oncoming traffic, pursuing cops and five other bikes swarming about, their riders trying to punch your face in, is really rather exciting. If you've got a 3DO system, then you must have this stunning title.

issue 1, Rating: ★★★★★

### SAMURAI SHODOWN

Crystal Dynamics, £39.99

*Samurai Showdown* is widely regarded as the best beat-'em-up available on the saturated Neo Geo market. Huge, colourful, brilliantly animated sprites,



richly detailed backdrops and twelve very different characters to choose from make the game an immensely rewarding experience. It may not be quite as fast as *SSFII*, nor quite so sophisticated, but its bold characters, superbly varied backdrops and imaginative use of weapons put it just beneath its better known peer and a sure-fire hit for beat-'em-up addicts everywhere.

issue 1, Rating: ★★★★★

### SEWER SHARK

Virgin, £39.99

With *Blade Runner's* FX whiz John Dykstra responsible for directing it, this is perhaps Digital Pictures' slickest FMV effort yet. Gameplay is obviously quite limited, but the shoot-'em-up action is at least fast and quite demanding. Fun for a while, but success rests on memorising ultimately repetitive enemy attacks and route junctions.

issue 1, Rating: ★★

### SHANGHAI TRIPLE THREAT

Activision, £39.99

Activision have enjoyed considerable success with their previous console *Shanghai* titles, due both to the ingenious, simplicity of play itself (match tiles as quickly as possible to clear the table) and the delightful bonus of simultaneous two-player games to up the ante. The lack of enhancements on 3DO is forgivable, given the difficulty of tampering with classic game formats, and the game variations make this a good package that will satisfy most puzzlers whilst confusing everyone else.

issue 2, Rating: ★★★

### SHOCK WAVE

Electronic Arts, £39.99

This features some of the most impressive presentation around with a superbly realised *War of the Worlds* scenario. As you progress through the game's ten missions, the FMV footage carries the plot on with truly cinematic panache. In-game 3D graphics are great too, with plenty of speed, variety and slick texture maps while sound is in Dolby. The only drawback is that the sheer size of the levels can make dying a very frustrating experience. Still, if you've the determination this has plenty to reward you. And when you complete it, the *Operation JumpGate* mission disk is even tougher.

issue 1, Rating: ★★★

### SLAM 'N JAM '95

Electronic Arts £49.99

Watch open-mouthed as distinctly individual players leap, shoot and slam dunk before you in a bravura display of programming muscle and graphic artistry. Incredibly, gameplay is equally impressive making this a supremely addictive



experience in one or two player mode. Realistic beyond belief – with a non-stop narration from CNN's Van Earl Wright – this joins *Striker* and *John Madden* in the elite of sports simulations. The sort of mega-game that offers undeniable cross over appeal even to non-fans of the sport.

issue 4, Rating: ★★★★★

### SLAYER

SSI/Lion Entertainment, £39.99

Well known on the PC for their *Ravenloft* series, SSI looks set to make a respectable name for themselves on the 3DO system too. *Slayer* uses a slick Doom-style first person perspective for a more arcade feel than most RPGs, but there's still plenty of potions, puzzles and so forth to keep the tactically minded occupied.

issue 1, Rating: ★★★★★

### SOCCER KID

Krisalis, £39.99

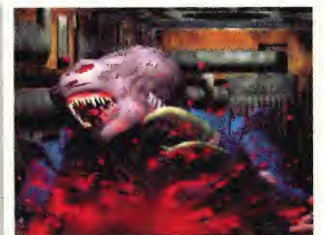
Although only marginally improved over its Amiga parent, this is still worth a look since the original was so good. The eponymous hero not only runs and jumps with the best of his peers, but can also use his ball as a springboard to reach otherwise inaccessible places, collect power-ups and even cannon opponents. It takes times to master all these skills, but it's well worth it. Great fun.

issue 1, Rating: ★★★

### SPACE HULK

Electronic Arts, £44.99

This takes an absolutely stunning, *Doom*-style perspective and combines it with an in-depth tactical combat sim and a



superb, Warhammer 40,000 scenario. The atmosphere is incredibly involving, putting *Aliens* to shame for sheer terror, while action is both incredibly frantic and tactically demanding. Simply superb and quite unmissable.

issue 5, Rating: ★★★★★

### STARBLADE

Panasonic, £49.99

This stylish shoot-'em-up was a huge hit in the arcades: stunning FMV backdrops are cleverly integrated with realtime generated polygons to superb effect. As well as the original arcade style graphics, the 3DO version even offers an enhanced mode which features stunning texture maps, creating a fabulous package. A spectacular experience, especially on a huge TV.

issue 2, Rating: ★★★★★

### STAR CONTROL II

Crystal Dynamics, £39.99

*Star Control* was originally released in the ascetic days of 8-bit games and its conversion to the 3DO does little to enhance the geriatric look. Sprites are blobby and backdrops unremarkable, with only new alien graphics and sampled speech hinting at 32bit potential. Still, the underlying structure of a huge, open-ended strategy cum exploration cum arcade game is as intriguing as ever. The two-player blast-'em-up mode is good fun too, making this dated title well worth investigating.

issue 1, Rating: ★★★★★

### STATION INVASION

The 3DO Company, TBA

Expanding on the successful style developed in the brilliant *Twisted*, Studio 3DO have created a completely wacky FMV extravaganza, with a TV station over run by kids providing the infrastructure on which several enjoyable puzzle and quiz games are hung. An edutainment product for younger players, this is brilliantly executed, with amusing spoof soaps and TV shows offered as reward for winning points. The whole thing is packaged with consummate skill, so much as to tempt older players even, and provides excellent fun.

issue 2, Rating: ★★★



## STRIKER - WORLD CUP SPECIAL

Panasonic, £TBA

When EA's *FIFA International Soccer* was released in late '94 few thought it would be surpassed until M2 arrived. Yet while *Striker's* FMV presentation isn't up to EA standards, in-game the tables are reversed with more controllable sprites,



faster action and some of the most dazzling animation ever seen. If you can do without the six-player option and all those camera angles, this offers an exceptionally competitive game. The bonus of an indoor arena for truly frenetic, referee free action adds immeasurably to an already marvellous package.

issue 3, Rating: ★★★★★

## SUPER STREET FIGHTER II X

Panasonic, £60

Capcom's *Street Fighter 2* sold more Super Nintendos than any other game. A sophisticated combat engine allowed for moves, countermoves and even counter-counter moves than had previously been imagined. Its depth is unrivalled in this



genre - we've been playing various versions in the office for years and the arcade perfect 3DO version is by far the best yet. Despite a variety of imitations, this is by far and away the very best combat game on the 3DO, providing more than enough entertainment for anyone. Superb fun.

issue 1, Rating: ★★★★★

## SUPER WING COMMANDER

Electronic Arts, £39.99

Origin totally rewrote the PC original for this stunning 3DO debut. Besides superbly drawn static screens and great FMV, in-game graphics have been marvellously spruced up. With a strong overall narrative, changing according to mission performance, this is an exceptionally engrossing experience. The only drawback is that the sophisticated 3D combat system and intense missions make few concessions for beginners, but perseverance is recommended.

issue 1, Rating: ★★★★★

## SUPREME WARRIOR

Acclaim £44.99

Determined to build on the limited success of their FMV dominated titles *Sewer Shark* and *Night Trap*, Digital Pictures here take on the beat-'em-up genre. Using an ambitious first-person perspective, it asks you to thwack a host of well-acted fighters into submission across numerous, lavishly dressed Chinese sets. The production values are excellent and the skillful editing of short sequences into seamless, lengthy fights is tremendously impressive, but it all goes wrong due to ineffectual moves and sluggish controls.

issue 4, Rating: ★★

## SYNDICATE

Electronic Arts, £49.99

A seductive blend of ultra violence, brooding visuals and genuinely absorbing game design, this Amiga classic has



been a hit on almost every format. An utterly engrossing strategy/arcade game, it has you raising taxes and funding weapons R&D between arcade combat missions set in isometric 3D cities. Superbly varied missions involve assassinating crime lords, abducting political prisoners and much more as you pursue world domination. While most console versions had the violence toned down, the 3DO version fully retains the dark glory of the original, with blood spilling copiously. This also means no new missions or significantly improved graphics, but mission disks are promised. Great action, fiendish missions and *Blade Runner*-inspired surroundings make this a genuine classic of software history well worth investigating.

issue 4, Rating: ★★★★★

## THEME PARK

Electronic Arts, £34.99

Bullfrog's brilliantly addictive sim is set within the crazy world of Disney and Alton Towers. The player has complete control over a mass of variables, all intricately and intelligently linked - put an ice



cream vendor too close to a ride, for example, and you'll have kids throwing up everywhere. A compulsive game, this will appeal to 3DO system players who want a little more than just fast, photon spitting sprites from their games. It requires plenty of save memory though!

issue 1, Rating: ★★★★★

## TOTAL ECLIPSE

Crystal Dynamics, £39.99

One of the first games to really show off the 3DO chipset, this demanding 3D blast-'em-up features a great rock soundtrack, masses of action and absolutely gorgeous texture mapped landscapes. It's an incredibly intense experience, but the lack of a save game on a huge, 20 level blaster can be irksome. Check out our play guide in issue three.

issue 1, Rating: ★★★★★

## TWISTED

Electronic Arts, £39.99

One of the most innovative and intriguing 3DO games yet, *Twisted* uses the system's FMV capabilities to produce the world's first true multimedia gameshow. The basic objective is for you, and up to three friends, to get to the top of a spiralling stair case, tackling mental puzzles and general knowledge tests put in your way. EA have included various difficulty settings so that both the adult and the child can be catered for simultaneously. It's a thoroughly polished product that demonstrates the potential of the 3DO for truly ground breaking titles. Bizarre, innovative and good fun. Check out *Zhadnost: The People's Party* if the type appeals.

issue 1, Rating: ★★★★★

## VIRTUOSO

Elite, £44.99

Originally designed as a vehicle for a digitised rock star, *Elite* ultimately failed to land a celebrity - or even any decent gameplay, come to that. The various levels have some neat ideas - snowmen being particularly cute villains - but it's all far too slow and desperately unexciting. Just about the worst *Doom* variant around and a terrible 3DO debut for *Elite*, who have much better things in the pipeline.

issue 2, Rating: ★

## VR STALKER

BMG, £39.99

This sits awkwardly between *Shock Wave* and *Flying Nightmares*, lacking the stunning arcade visuals of the former, while falling equally short on the realism stakes compared to the latter. On the positive side there's plenty of fast, frantic action and varied missions.

issue 5, Rating: ★★

## WAY OF THE WARRIOR

Interplay, £39.99

Whilst the extravagant, boldly digitised

characters inspire excitement, play reveals a relatively weak *Mortal Kombat* clone. A hard rock soundtrack blasts along with the action, and some of the backdrop designs are extraordinary, but close quarter combat is difficult to master. Flawed fun, this has provoked heated debate amongst the 3DO fraternity. We stand by our review, but many rave over this noisy beat-'em-up.

issue 1, Rating: ★★

## WING COMMANDER III

Electronic Arts £44.99

The *Wing Commander* series has long been a flag-bearer for the power of PC CD-ROM gaming and its arrival on 3DO



is a major event. Unlike lesser companies, Origin have totally reworked the game with excellent texture maps (16bit colour as opposed to 8bit) and CD Dolby Surround Sound rather than mono Soundblaster audio - not to mention ultra fast-loading, superb FMV and an impressively faster fps rate. Taking up no less than four CDs, this is a truly epic game with plenty of sophisticated 3D combat to master alongside the star-studded storyline featuring Mark Hamill and Malcolm McDowell.

issue 4, Rating: ★★★★★

## WORLD CUP GOLF

US Gold, £39.99

The digitised graphics are drab, the controls are sluggish and the much vaunted FMV clips of your tee-offs don't really work. That there's just one course doesn't help matters either, but the degree of control available over the ball is impressive, as are the enormous array of play options and tournament styles. Unlikely to seduce novices, but offering a level of realism attractive to pros.

issue 1, Rating: ★★★★★

## ZHADNOST: THE PEOPLE'S PARTY

Studio 3DO, £34.99

A quiz game for 2-4 players, both your mates and the family will enjoy this with its imaginative mix of wacky FMV and bizarre puzzles. The prequel, *Twisted*, has a more fun atmosphere, but this is cheaper and its puzzles have two-players competing simultaneously. The presentation is up to Studio 3DO's usual high standards and at the price, this is good value.

issue 5, Rating: ★★

3DO Magazine



# Coming Soon

## ACCLAIM

### Maximum Surge

A post-apocalypse, FMV shoot-'em-up starring Yasmin Bleeth of Baywatch fame. [Soon]

### Quarterback Attack With Mike Dikta

Another FMV spectacular putting you in the quarterback's helmet during a fast-moving game of American Football. [Soon]

### Slam City With Scottie Pippin

Another interactive movie produced in conjunction with Digital Pictures, this one has a basketball theme. [Soon]

## AMERICAN LASER GAMES

### Drug Wars

Blast those drug dealers in this neat conversion of the hit arcade game. [July]

### Fast Draw Showdown

None of this silly scenario stuff, just straightforward fast draw action with speed and accuracy being essential. [November]

### Last Bounty Hunter, The

Apparently ALG's biggest production yet this you as the eponymous hero pursuing Nasty Dan, Handsome Harry and The Cactus Kid. For the first time, the difficulty and order of gameplay will vary according to your shooting skills. [Imminent]

### Madison High

ALG's first title to be released for their new 'Games For Her' division. [TBA]

### McKenzie & Co

Yet more rapid-fire action. [October]

### Shootout At Old Tucson

Speaks for itself really! [October]

## ART DATA INTERACTIVE

### Alien Seed

A revolutionary new polygon intensive extravaganza being developed especially for M2. [1996]

### Chess Wars

A *Battle Chess* for the 32-bit generation, this grafts live-action footage onto an advanced chess engine. Scripted by Paul Cooper, the winner of three Emmys, and costing so far half a million dollars to produce, this should be fun. [TBA]

## Doom I

The phenomenally successful first-person perspective blaster is upgraded for the 3DO system complete with a brand new episode containing nine levels of new monsters and weaponry. Despite its no-show at E3, ADI are still confident it will appear this year. [Autumn]

### Doom II: Hell On Earth

The current PC mega-hit is bound to be huge on 3DO with all new FMV, higher resolution graphics plus new creatures to interact with... [Winter]

## BMG

### Loadstar



A stunning looking FMV blaster using similar technology to *Novastorm*. [Soon.]

### Cadillacs & Dinosaurs

A conversion of the hit, cartoon-styled coin-op set in 600 years in the future. [Soon.]

## ELECTRONIC ARTS

### Foes Of Ali

Stunning 3D, texture-mapped graphics allow you to recreate Ali's amazing career in the best boxing sim ever. [November]

### NHL '96



The hugely popular 16bit ice hockey sim is spectacularly converted to the 3DO system. Using the same Virtual Stadium technology as *FIFA*, it's likely to be completely awesome. [October]

### Psychic Detective

An innovative and very promising comedy-thriller with the player taking the part of psychic PI, Eric Fox. It's an interactive movie, but with some 500 different variations promises plenty of lastability. [September]

### PGA Tour Golf

The 16bit version is just about the best around, so hopes are high for the 3DO version. [November]

### Prowler

100 years in the future the Terran Robotic Infantry is locked in combat with hi-tech invaders. Huge fighting vehicles, stunning texture-mapped 3D and complex missions make this another prospective mega-game from *WCIII* developers, Origin. [November]

### Shock Wave 2

400% bigger levels, complete freedom of movement for proper missions, enhanced 3D, 60 minutes of FMV, 25 new enemy vehicles and a choice of three fighters with a big range of selectable weaponry. Should be a huge hit. [Early '96]

### Shredfest

Developed by *Road Rash*'s Monkey Doo team, this will be awesome. Besides three types of speed races, there are three trick events and two bonus games. [Early '96]

## ELITE

### OnSide

A comprehensive footie sim including a running commentary and management sim. [October]

### Power Slide

A 3D rallying game with the emphasis on realism. [Xmas]

### Space Ace

*Dragon Lair*'s more varied, slightly more playable arcade sequel comes to 3DO. [Soon]

## ENTERTAINMENT INT.

### Braindead 13

Developed by Readysoft, the people behind *Space Ace*, this features more extraordinary FMV cartoon graphics. [Soon]

## GOLDSTAR

### BC Racers

A conversion of Core Design's well received *Mario Kart* clone. Featuring Chuck Rock with a host of other pre-historic themed characters, it mixes in plenty of comedy and combat with the one or two-player racing action. [Soon]

### Defcon 5

A stunning looking space adventure strategy game with a very fast, very smooth *Doom*-style graphics engine. [November]

### Fire & Ice

We know the title, but that's it! [TBA]

### Firewall

A cyberpunk, cyberspace arcade game which pits you against an AI core. Action sequences include a 3D flight-combat sequence over China. [TBA]

### Fire Wolves

Yet another mystery project. What is it about GoldStar and fire? [TBA]

### Primal Rage

Time-Warner's hit arcade beat-'em-up features some impressively OTT characters. [November]

## INFOGRAMES

### Alone In The Dark 2



More of the same superb stuff, only bigger and even better, with lots more combat. The NTSC version is imminent, but for the UK a special, fullscreen PAL version is planned. [Xmas]

### Alone In The Dark 3

The final installment. This time set in the Wild West (in a ghost town no less). [1996]

## INTERPLAY

### Caesar's World Of Gambling

The casino not the emperor plays host to games of chance. [November]

### Cyberia

A Silicon Graphic pre-rendered



shoot'em up in the *StarBlade* mould. Looks stunning. [October]

#### Clay Fighters II: Judgement Clay

A brilliantly quirky fighting game using the highly distinctive graphic technique, Claymation. An awesomely big release. [October]

#### Casper

An action-strategy game based upon the Spielberg produced film of the classic cartoon. [October]

#### Descent

A big hit on PC with a spaceship blasting its way through a *Doom*-style 3D landscape. [November]

#### Lost Vikings 2

The original was probably the best arcade-puzzler since *Lemmings*, so hopes are high for the sequel. [November]

#### Rock 'N Roll Racing

Merging classic rock tracks, extravagant firepower and an isometric 3D viewpoint, this was a huge hit on SNES. The two-player mode was particularly excellent and hopes are high for the 3DO version. [Xmas]

#### Waterworld



The world's most expensive movie, starring Kevin Costner, is turned into a videogame. [October]

## JVC

#### Deadly Skies

An *Afterburner*-style shoot-'em-up. [Winter]

#### Varuna's Forces

Sci-fi action game which has you piloting a dropship through turbulent planetary atmospheres, then leading a squad of soldiers in tactical *Doom*-style action. [Winter]

## KIRIN ENTERTAINMENT

#### The Grandest Fleet

Another PC classic gets upgraded for the 3DO. [August]

#### The Perfect General

The popular PC strategy game reworked for the 3DO with the addition of 3D rendered sequences and stereo sound. [Summer]

## MECC

#### DynoPark Tycoon

A variation on the *Theme Park* concept with dinosaurs instead of roller-coasters to manage. [Soon]

## MINDSCAPE

#### Dragon Lore

A mythological adventure with stunning, pre-rendered graphics from Cryo. [Soon]

#### Slayer 2: DeathKeep

This AD&D RPG could well give *Doom* a run for its money in the action stakes with a similar perspective, lots of speed, spells and ghoulish enemies. [October]

## PANASONIC

#### BIOS Fear

An ecologically minded strategy game with the player in charge of preserving Earth's last resources. [Summer]

#### Fun 'n' Games

An odd-ball compilation of classics, allegedly. [Soon]

#### Mortal Kombat III

MKII's hugely popular mix of gore, digitised graphics and sophisticated combat moves is uprated with a total of 14 characters, animal transformations and even more moves. Should be huge. [Early '96]

#### Seal of the Pharaoh

Mediocre Japanese, first-person perspective RPG recently re-dubbed for the American market. [TBA]

#### Strahl

An interactive movie which has Alex Hawkfield attempting to recover seven crystals, battling golems and even a dragon. [July]

## PONY CANYON

#### F1GP

An officially endorsed, Japanese F1 racing sim with some intriguing texture-mapped 3D. Looks promising. [TBA]

## RUNANDGUN!, INC

#### Duellin' Fireman

A spectacular looking 50:50 mix of arcade action and interactive movie, it's described as an action adventure comedy with plenty of energy and set in weird, mutated environment. Should be good fun. [Soon]

## SPECTRUM HOLOBYTE

#### Star Trek: The Next Generation

A truly epic project which has been in development for years. [TBA]

#### Top Gun

A flight-sim for the 64bit generation.

After lead development on PC, this is due for conversion to Ultra64 and M2. [1996]

## STUDIO 3DO

#### 3DO Decathlon

Produced by the man responsible for Epyx's classic Games series, this is looking red-hot. Up to eight players can compete simultaneously, while real-time 3D athletes are animated using motion capture. The events are 100m Dash, Long Jump, Shot Put, High Jump, 400m Run, Discus, 110m Hurdles, Pole Vault, Javelin and 1500m Run. [Early '96]

#### Absolute Zero

Set in an Arctic mining colony with plenty of advanced vehicles to play around with in full 3D, this is "a science-fiction simulation along the lines of *X-Wing*, only ours will be much more detailed in the variety of missions, the ships and the strategic planning." Like *Flying Nightmares*, Domark are handling development. [Xmas]

#### BladeForce

Heli-Pak wearing vigilante roams the streets in 2110 – or should that be flies through the streets. Absolutely awesome 3D and lots of action. [November]

#### Golden Gate

An innovative, original adventure to uncover buried treasure. [December]

#### Killing Time

An abandoned island is the site for some frantic, *Doom*-style action with stunning graphics. Early sightings look very impressive with monstrous amounts of gore – blood and guts spurting out of bullet ridden bodies. This really does look unbelievably impressive. [October]

#### Phoenix 3

An intriguing sci-fi action/adventure set on the planet Galearth. The game mixes side-scrolling Commando action with a flight sim style shoot-'em-up. You must repel enemy invaders by finding pilots, hidden ships and lots of blasting. [Late '95]

#### P.O'd

One of the most exciting games in development with cool 3D graphics and an aggressive, adult approach. Gameplay is *Doom*-style, a huge range of weapons even includes a powerdrill, but more sophisticated with the ability to fly via a JetPack. [October]

#### Snowjob

Megababe Tracy Scoggins stars as

your partner in this FMV battle against organised crime. An adult oriented title, it has all the elements of a movie: action, drama, adventure, violence, drugs and sex. [November]

#### Starfighter

Based upon the hit Archimedes game, this hugely promising title promises to be a *Defender* for the Nineties. Graphics are 3D, texture mapped and very fast, while missions range from sinking enemy fleets to protecting allied squadrons. [October]

## TAITO

#### Pyramid Control

Originally a Laserdisc title *Pyramid Control* spools most of its graphics off disc with shoot-'em-up arcade action overlaid on top. [Soon]

## VIRGIN

#### Creature Shock

An imaginatively varied FMV blast-'em-up. [Summer]

#### Heart Of Darkness

Another *World* for the 32-bit, 3DO dominated next generation, first impressions suggest an absolutely stunning looking – and playing game. Definitely one to look out for. [Winter]

#### 11th Hour



The sequel to the million selling CD-ROM extravaganza, *7th Guest*. Release (on PC) has been put back several times now which suggests that Virgin want it to be something special when it's released later this year. This is an absolutely fantastic, CD-streamed adventure with a horrific bent. *11th Hour* will have either a 15 or 18 certificate upon release, unsurprisingly. [TBA]

## VIRIDIS CORPORATION

#### Dreamer

A super-secret 3D game. What else can we say? [TBA]

#### 'Project X'

Another super-secret 3D game with no details disclosed. We can only guess. [TBA] □

3DO Magazine



*next issue*

3DO

Magazine

# 3DO/7

The **mega-games** come running for Xmas...

**Bladeforce, Defcon 5,  
Killing Time, Primal Rage,  
Starfighter, Waterworld**

plus **Interviews** with  
**Trip Hawkins, Hugh C. Martin  
& M2 Team** and more in  
**3DO Magazine • 7**  
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